CDC 00666

Consumer SOFTWARE News

$1.95
CAN. $2.95

AUGUST 1985

FREE Money Saving Offers Inside!

GHOSTBUSTERS Now A Computer Game

Full College Degrees Through Your Home Computer

The Creative Series: Practical, Powerful, and Affordable

08
0 72246 00666

WHEN YOU BUY TIMEWORKS SOFTWARE, YOU GET MORE THAN SOFTWARE.

You get our Customer Technical Support Team

At the other end of our toll-free hotline, you'll find our full-time Customer Technical Support Team. With Timeworks, you get immediate answers . . . free of charge to all registered users. Our Timeworks experts help you use each of our programs to its fullest potential. Not everyone provides this necessary support, let alone for free.

You get our liberal Trade-Up Policy

If, at any time in the future, you wish to buy an updated version of any Timeworks program, or if you upgrade your computer system, you may exchange your original program for any other program we publish. Here's how:

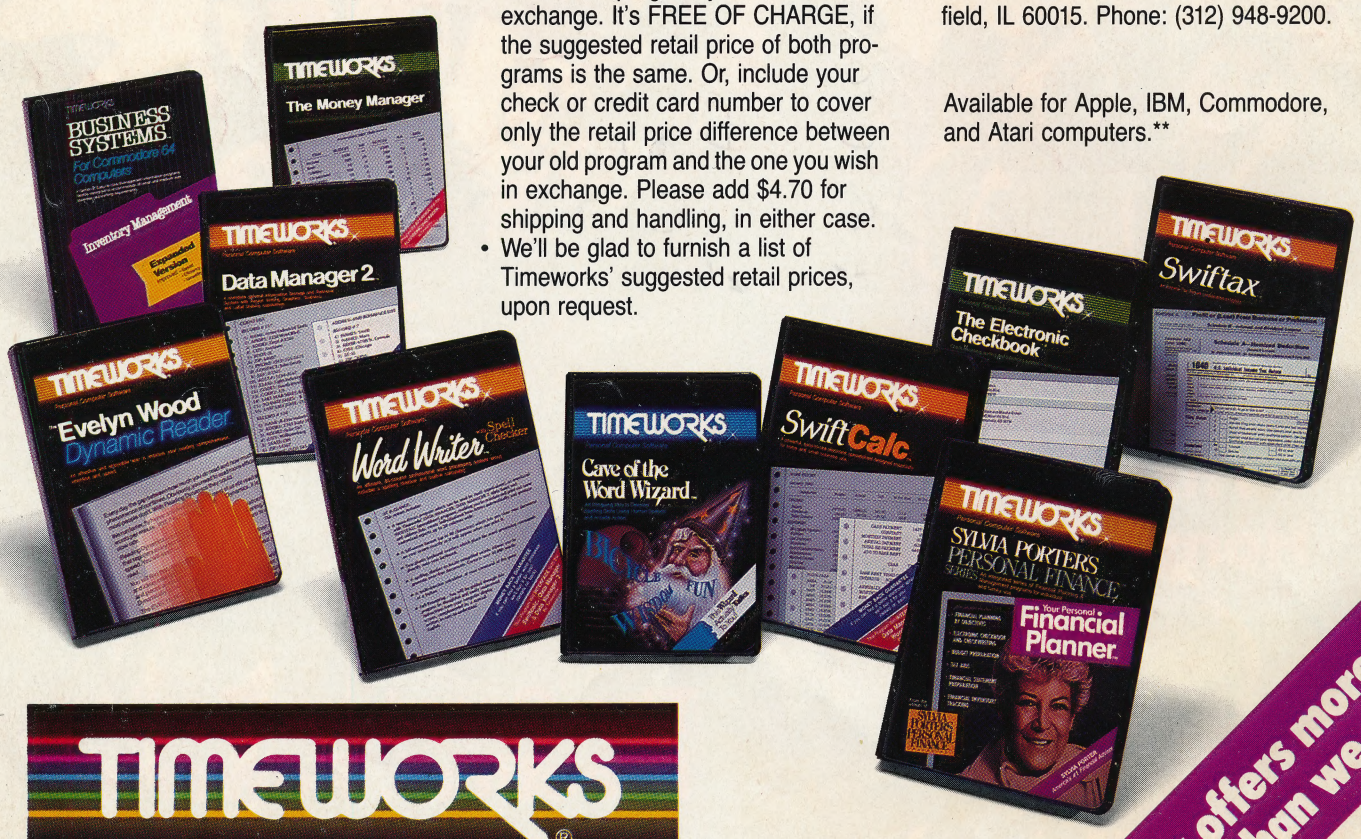
- Purchase your new Timeworks program at your favorite dealer.
- Send us the Timeworks program you wish to trade in, your paid receipt for the new program, and the title of the Timeworks program you would like in exchange. It's FREE OF CHARGE, if the suggested retail price of both programs is the same. Or, include your check or credit card number to cover only the retail price difference between your old program and the one you wish in exchange. Please add $4.70 for shipping and handling, in either case.
- We'll be glad to furnish a list of Timeworks' suggested retail prices, upon request.

You get our Money Back Guarantee

If you can find anything that works better for you, we'll buy it for you. Simply send us your Timeworks program, your paid receipt, and the name of the program you want, along with your check or credit card number for any retail price difference. If it's available, we'll send it to you.*

Look for these and other Timeworks programs at your favorite dealer. Or contact Timeworks, 444 Lake Cook Road, Deerfield, IL 60015. Phone: (312) 948-9200.

Available for Apple, IBM, Commodore, and Atari computers.**



TIMEWORKS®

More power for your dollar

Nobody offers more services than we do

* Offer valid for 90 days from date of purchase.

** Registered trademarks of Apple Computer, Inc., International Business Machines Corporation, Commodore Computer Systems, and Atari, Inc.

© 1985 Timeworks, Inc. All rights reserved.

F-15 STRIKE EAGLE

Put a $20,000,000 Thrill in your Computer!!!

The F-15 STRIKE EAGLE, one of the world's most sophisticated fighters, costs the Air Force more than $20,000,000.00 each. Now you too can strap into your ejection seat and prove how good you really are in exciting modern jet fighter combat. Fly combat missions, engage enemy aircraft, and destroy enemy ground targets from historic missions over Southeast Asia to today's defense of the strategic oil routes through the Straits of Hormuz.

F-15 STRIKE EAGLE (simulator) has all the features that makes the real EAGLE the great fighter aircraft it is — afterburners, multiple radars, air to air missiles, high explosive bombs, cannon, drop tanks, Electronic Counter Measures (ECM) flares, electronic ground tracking maps, Heads Up Display (HUD), outstanding 3-dimensional cockpit visibility, and realistic F-15 maneuverability. Your mission is to take off from your base, fly to and destroy your primary target through all the dangers of enemy territory including Surface to Air Missiles and enemy aircraft. Of course, you have to get back home again, too!!

F-15 STRIKE EAGLE is a very real simulation, accomplished with the guidance of real fighter pilots, and includes seven different combat missions, four skill levels, and an infinite number of exciting scenarios. F-15 will thrill and challenge you and give you the chance to prove you have the "Right Stuff" of an EAGLE fighter pilot!!

F-15 STRIKE EAGLE is available for Commodore 64, ATARI (48K), and Apple II (64K) computers. Suggested retail price is only $34.95. Find STRIKE EAGLE at your local retailer, or call or write for MC/VISA. Add $2.50 for Postage and Handling (Int'l add $4.00USD). MD residents add 5% sales tax.

Experience the reality of these other great simulations from MicroProse

As close to the Real Thrill of Flying as You Can Handle!!!

Heart Pounding Accelerated Real-Time Defense of Europe Against Soviet Invasion!!!

Sensational Assault Chopper Rescue Raids for Daring Pilots!!!

MicroProse Software

The Action is Simulated — the Excitement is REAL!!

120 Lakefront Drive
Hunt Valley, MD 21030
(301) 667-1151

Commodore 64, ATARI, APPLE, and IBM are registered trademarks of Commodore Business Machines Inc., ATARI Inc., APPLE Computer Inc., and International Business Machines Inc., respectively.

And You Thought We Only Talked "Techie"...

EDUCATION

- Humanities
- Scientific
- Language
- Math
- Political
- Child Development
- Logic
- Administration
- Alternatives
- College & University

GENERAL

- Diet & Health
- Self-Improvement
- Psychology
- Family & Home
- Medical
- Legal
- Statistics
- Religious
- Graphics

PRODUCTIVE

- Public Relations & Media
- Business
- Finance
- Marketing
- Sales
- Analysis
- Management

ENTERTAINMENT

- Games
- Art & Design
- Music
- Sports
- Travel
- T.V. & Film
- Fantasy
- Strategy
- Fashion & Style

SAVE 44%

YES! Please send a year of Consumer SOFTWARE News (12 issues).

Name _____

Address _____

City _____ State _____ Zip _____

$12.95 for 1 year ☐ $24 for two years ☐

(Add $5.00 per year outside the U.S.)

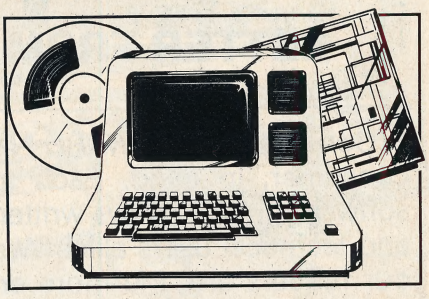
Send Check or Money Order to:
International Publishing, Inc.
600 1st Avenue, Suite 224
Seattle, WA 98104
Allow 6-8 weeks for delivery

AUGUST 1985 VOLUME 1, NUMBER 2

Consumer SOFTWARE News

General Software News 5

Now, faster loading for Commodore users (page 5). MAC Art makes graphics a snap (page 12). A guide to database subscription (page 13). The all new WordStar 2000, more accessible than ever (page 20).

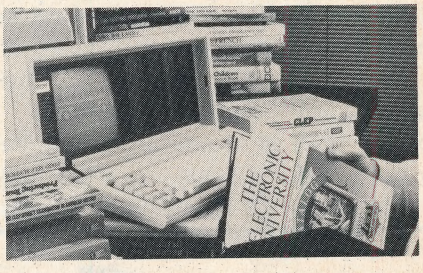


Productive Software News 21

Creative Software's "awesome" threesome (page 28). Webster's spelling checker offers new freedom for users (page 22). Automated publishing cuts production jobs down to size (page 25). Comprehensive tax planning and preparation for PC users (page 27).

Education 35

ELECTRONIC UNIVERSITY marks a new era in education (page 36). Lovejoy's on-line SAT tutorial: comprehensive and engaging (page 40). The Muppet Institute of Technology, a natural approach to learning (page 43). CHEM LAB features "true-to-life" experiments (page 45).



Entertainment 51

GHOSTBUSTERS spells excitement, humor, and adventure (page 53). Construction kit makes computer aviation easy (page 59). Telarium Corporation adapts famous fiction for the PC (page 59).

Cover Illustration — GHOSTBUSTERS™, Activision Inc.
GHOSTBUSTERS is a trademark of Columbia Pictures Inc.
All rights reserved.
Copyright 1985.

Consumer SOFTWARE News (ISSN 9756-730X) is published monthly (12 times a year) by International Publishing Inc., 600 1st Avenue, Suite 224, Seattle, WA 98104 (206) 622-8820. Subscription rates: $23.40 per year. (Canadian subscription add $12.00 per year.) Single copy $1.95. Advertising rates available upon request. International Publishing Inc. ©1985. All rights reserved. POSTMASTER: Send form 3579 to 600 1st Avenue, Suite 224, Seattle, WA 98104.

Printed by Van Boekhoven-Bosch B.V. Holland

LETTER FROM THE PUBLISHER

Consumer SOFTWARE News was designed with you, the consumer, in mind. Each month, we feature the latest in software product news written for the benefit of non-technical and technical users alike. We believe that the better informed our readers are, the more enjoyment they derive from their computer investment.

In our continuing effort to provide high-quality information on a variety of products and industry developments, we have added a number of expert reviewer/researchers to our staff. These professionals are committed to user-responsive reporting, answering those questions most often asked by consumers.

Consumer SOFTWARE News welcomes your input. If you have questions about a particular product, or information to share with other readers, let us hear from you. Our purpose is to provide a meaningful forum for the exchange of information.

In the fast-paced world of consumer software, look to Consumer SOFTWARE News for the answers you need.

Sincerely,

International Publishing Inc.

Correspondence to ***Consumer SOFTWARE News*** is encouraged. ***Consumer SOFTWARE News*** will publish many of your letters, and all correspondence becomes the property of International Publishing, Inc. Mail letters to:

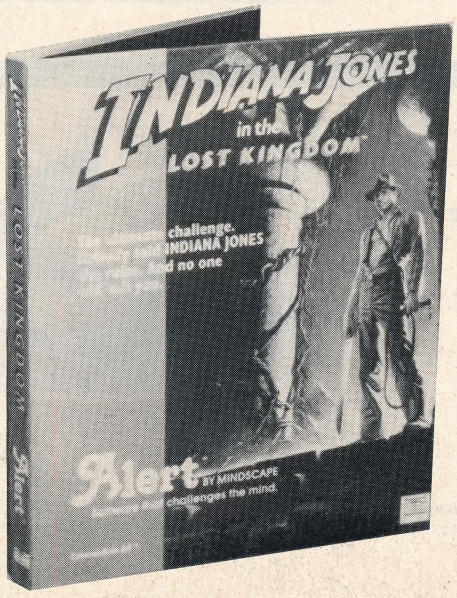
Doreen Richards — Editor
Consumer SOFTWARE News
16503 Aurora North, Suite 103
Seattle, WA 98133

Consumer SOFTWARE News

Publisher ..... Daniel L. Stanton
President ..... Thomas P. Taylor
Editor ..... Doreen Richards
Circulation Manager ..... Cynthia J. Bauer
Production Manager ..... Lou Ann Carver
Graphics and Design ..... Visual Concepts
Typesetting ..... Trade Graphics
Copy Editor ..... Denise Van Gelder
Photo Manager ..... Phil Brower
Marketing/Communication ..... Elgee Company
Financial Planning ..... David Seim
Newsstand Director ..... Greg Ohler
VP Marketing ..... Daniel P. Caulkins IV
Dir. Consumer Marketing ..... Jerry Frelix
Magazine Consultant ..... Jerry Mymudes

ADVERTISING:
Main office for software advertising — P.O. Box 14500, Chicago, IL 60614, Vice President Marketing — Daniel P. Caulkins IV, (312) 281-4519.
Main office for non-software consumer products — 600 1st Avenue, Suite 224, Seattle, WA 98104, Director Consumer Marketing — Jerry Frelix, (206) 622-8820.

Consumer SOFTWARE News is published monthly for $23.40 per year by International Publishing, Inc., application to mail at 2nd class postage rates is pending at 906 North 101st Street, Seattle, WA 98133.



Look for the September Issue of
Consumer SOFTWARE News.

Our main feature story will cover "INDIANA JONES in the LOST KINGDOM," an action-packed software release from Mindscape.

FAST LOAD Speeds Loading Time

More than two million users of the country's best-selling personal computer can thank EPYX, a computer software company, for cutting their disk-loading time by 80 percent.

The EPYX FAST LOAD CARTRIDGE enables computer users to load most popular types of disks into the Commodore 64 up to five times faster than before, simply by plugging the accessory into the cartridge port of the machine. The new device works automatically, does not require typing extra instructions into the computer and costs no more than the typical computer game.

"FAST LOAD eliminates one of the biggest drawbacks of the Commodore 64 — its slow loading time," says EPYX President Michael V. Katz. "This exciting innovation saves tedious minutes of program loading time for computer games, word processing and business-application software."

The average program, which normally takes from one to five minutes to load into the Commodore 64, takes just seconds with FAST LOAD. Single files or entire disks can be copied up to 10 times faster by using the EPYX device. The user can also send disk commands and list directories without erasing programs in memory storage.

The FAST LOAD CARTRIDGE also allows the user to skip certain command functions and access information more readily. And, for the avid hobbyist who programs in machine language, the device contains a complete assembly language monitor.

The Sunnyvale, California software manufacturer, which has consistently marketed some of the computer entertainment industry's biggest game hits, designed FAST LOAD to work with most programs, including copy-protected ones. In 1984, five of the 25 EPYX computer game titles sold more than 100,000 units — more big sellers than any other company. EPYX, which marketed its first games in late 1978, also earned four Electronic Games Magazine Arkie Awards last year.

Computer entertainment and learning software manufactured by EPYX is also compatible with Atari, IBM, Apple, Tandy and Coleco computers.

CIRCLE NUMBER 101

Comparison of Loading Times of Popular Games

TITLE	NORMAL LOAD	FAST LOAD
1 — Beach Head	2:40	:46
2 — World's Greatest Baseball	3:23	1:16
3 — Flight Simulator II	3:44	1:18
4 — Ghostbusters	3:04	1:21
5 — Impossible Mission	2:18	:35
6 — Jumpman	1:44	:24
7 — Load Runner	1:20	:22
8 — Pitstop II	2:24	:33
9 — Summer Games	1:13	:34
10 — Sargon II	1:19	:27

New Medical Practice System Offers Multi-User Capability

Fisher Business Systems has released an enhanced version of its Medical Practice Management System. The Fisher System is presently used in solo and group practice by General Practitioners, Psychologists, Chiropractors, and Urologists, as well as by Emergency Clinics.

VERSION 3.0 is designed to further streamline the daily operation of the physician's office. New features include expanded management reports, enhanced patient recall listings, and time of service billing, known in the industry as "Superbills." The system's multi-user capability allows concurrent processing without the cost of Local Area Network hardware.

There are many medical systems on the market today. The system, distinguished from most by its cost effective multi-user capability, automates billing, insurance form processing and patient scheduling to provide increased staff productivity.

The Fisher Medical Practice Management System consists of up to four integrated modules. Practice Management performs the administrative tasks associated with the initial patient visit, insurance form processing, patient scheduling, patient recall, and posting of charges. Management reports include patient and guarantor listings, insurance company financial information, and comprehensive practice analysis. A powerful billing and accounts receivable facility provides an excellent audit trail, aging reports, and customized statement messages. Accounts Payable, Payroll, and General Ledger modules are available to create a total solution for the practice. All modules integrate to the General Ledger, reducing direct data entry while increasing accuracy and timeliness.

In order to provide an efficient, effective solution for today's practice, a system must address both the front office and back office applications. With this multi-user capability, accounting work such as payroll or payables can be done while the computer is performing patient-related activity. With only a $600-$700 terminal in the back office, the practice has the power of two computers for slightly more than the price of one. The early installed sites have been most impressed by the time savings gained through the new time of service billing feature.

Other systems in the Fisher Health Care Industry product line include software designed for the Dental and Orthodontic professions. Single user versions of the fully integrated four module system carry a list price of around $4,000, with multi-user versions available for an additional $1,000.

CIRCLE NUMBER 102

Copy Protection For Hard Disks

"DisCopyLabs is the only software duplication service to develop copy protection for hard disk installation" reports Norman Tu, President of DisCopyLabs, a Santa Clara, California diskette duplication and packaging firm.

LOCKGUARD HD resides on the hard disk so that no key disk is required in the A drive. Only 7K of disk space is required; the other systems currently available consume 60-80K of valuable disk space.

Unique fingerprinting and encrypted code prevent commercially-available copy breaking programs from making unauthorized copies of software programs.

LOCKGUARD HD allows the software publisher to let the user make back-up copies from the distribution disk. The software can be "restored" to the distribution disk so the user can then copy it to another hard disk machine at another location.

The LOCKGUARD HD CUSTOM designers kit allows the software publisher to specify their own fingerprint password, define the encryption key, and then create as many links to their program as they desire. Modules are available for TURBO PASCAL, MS-PASCAL, Compiled BASIC, Assembler, and Lattice "C" languages.

LOCKGUARD HD is the newest addition to DisCopyLabs' family of copy protection products which have been developed by their engineers. Floppy disk-based schemes also utilize unique fingerprinting and encryption techniques assure their integrity.

Although the major users of DisCopyLab's duplication and packaging services are business-oriented software publishers; home and educational publishers as well as OEMs and peripheral firms that are changing from CP/M to MS or PC-DOS equipment are using the file transfer services. And now direct translation from dedicated word processors such as DISPLAYWRITER, WANG, LANIER, DECMATE II, to WORDSTAR and MULTIMATE have further broadened the services available.

CIRCLE NUMBER 103

© 1985 Hershey Foods Corporation

Guess what candy bar he would eat if he were around today.

Rich, delicious Skor. Truly a total indulgence.

Everybody deserves a chance to make it on their own. Everybody.

Success doesn't come easily in our competitive society. It takes talent, guts, hard work and perseverance to rise to the top.

But everybody—regardless of race, creed, color or sex—deserves a chance to make it on their own. The National Urban League is dedicated to achieving that. And there are things you can do to help.

To find out exactly what you can do in your community, contact your local Urban League or write to our national headquarters.

National Urban League
500 East 62nd Street
New York, N.Y. 10021

Ad Council A Public Service of This Publication

OPPORTUNITIES FOR MINORITIES CAMPAIGN
MAGAZINE AD NO. OFM-1802-84—7" x 10" [110 Screen]
Volunteer Agency: Young & Rubicam Inc.

CM-11-84

Enhance Your Commodore 64

A collection of programs designed to significantly enhance the capabilities of the Commodore 64 with a 1541 disk drive has been introduced by Access Software Inc.

"Our new MACH 4 package provides 400 percent faster program loading, 4K of additional basic workspace, and disk cataloging," Bruce Carver, Access Software company president, said.

The MACH 4 enhancement package contains three powerful programs. The first program, FAST LOADER, modifies DOS memory and loads program files four times faster than normal for 1541 operations. This Access Software module can be located in different areas of memory to provide compatibility with most basic or machine language programs.

BASIC+4K is the second program of the MACH 4 package. This program modifies both the Commodore 64 kernal and basic ROMs to free up an additional 4K bytes of memory for use by basic language programmers. This boosts available workspace from 39K to 43K while remaining fully compatible with normal CBM version 2 basic. (Basic+3K is available with FAST LOADER).

The third MACH 4 program is DIRECTORY MANAGER, an exceptionally useful and comprehensive disk management program. With DIRECTORY MANAGER, disk names, file names and other important information is automatically extracted from a disk and cataloged for future reference. The program actually creates a data disk containing directory information from the user's entire disk library. The individual can then obtain a sorted list of all disks and files within his or her library, or search for specific file names or parts of names. Output can be directed to either screen or printer.

MACH 4 joins two new additions to the popular Access Software line: SPRITEMASTER II and BEACH-HEAD II. Available with complete instructions and documentation, the MACH 4 enhancement package has a suggested retail price of $24.95.

CIRCLE NUMBER 104

Who Is Gamestar?

Gamestar, Inc. was formed in July, 1982 to create and market highly sophisticated *sports* games for the popular home computers. In June of 1984, Gamestar teamed up with Activision, Inc. who now handles sales, manufacturing and distribution.

"Gamestar is committed to giving consumers the most realistic and challenging sports games on the market, with special emphasis on lifelike animation, realistic strategic choices, and competitive solitaire or two-player action," according to company president Scott Orr.

Gamestar was the first software company to focus entirely on a popular *segment* of the entertainment market rather than trying to be everything to everyone. Gamestar's first release was BAJA BUGGIES, an exciting 3-D road racing game. This was followed by award-winning STARBOWL FOOTBALL, a highly sophisticated gridiron game. STAR LEAGUE BASEBALL, for Atari, Commodore 64, the Apple II series, and Macintosh, has won many awards and is considered a classic in sports entertainment.

Gamestar next introduced the ON-FIELD SPORTS series, setting new standards in computer sports realism with its Player Perspective Graphics. The first of the series, ON-COURT TENNIS, offers full racquet control over a variety of strokes and matches against world class computer players whose intelligence "floats" according to your skill. The next in the series, ON-FIELD FOOTBALL, features a whole new approach to video football: wide open 4-on-4 action, sandlot style. The newest release from Gamestar will be ON-TRACK RACING, with Total Track Graphics to capture the essence of model car racing competition.

By focusing on sports rather than trying to copy the latest arcade fad, Gamestar is able to *consistently* provide consumers with the high quality and the value they demand.

CIRCLE NUMBER 105

GAMESTAR

Recent Awards

STAR LEAGUE BASEBALL: 1985 *"Arkie"* Design Achievement Award Certificate of Merit in the Computer Software category from Electronic Games magazine (Commodore 64)

STAR LEAGUE BASEBALL: 1984 *"Golden Floppy"* Award for Excellence for Best Sports Game from Computer Games magazine (C-64)

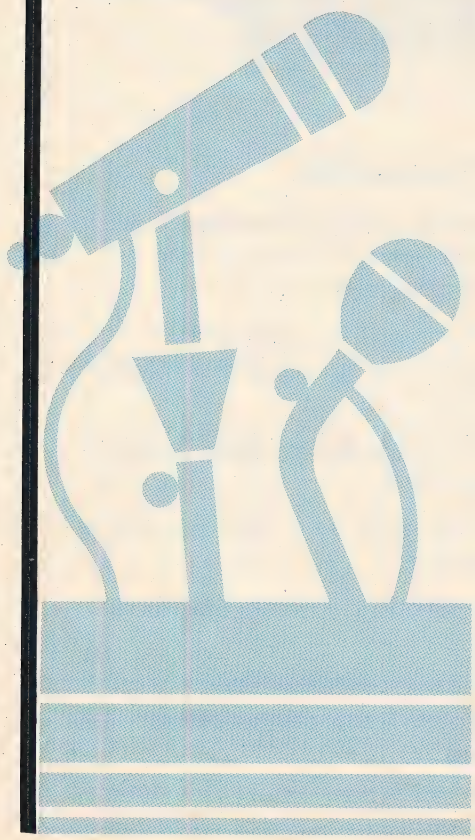
STAR LEAGUE BASEBALL: 1983 The Video Game Update Award of Excellence for Best Sports Game (Atari)

STARBOWL FOOTBALL: 1984 *"Arkie"* Award from Electronic Games for Best Computer Sports Game (Atari)

STARBOWL FOOTBALL: 1983 International Consumer Electronics Show Software Showcase (Atari)

BAJA BUGGIES: 1984 Certificate of Merit for Outstanding Achievement in Best Computer Sports Game category from Electronic Games magazine (Atari)

In the Spotlight — Computer Software Services



In today's highly competitive software distribution industry, Computer Software Services (CSS) stands out as a decided winner. In just under two years, the company has grown from a staff of three to become a leader in the field of software distribution. The CSS performance record is enviable. After showing a profit in its second month of operation, the company went on to exceed first year sales projections by 400 percent. Today, the story is much the same: each month, the company continues to outperform all expectations. In June, CSS moved to a new facility in the Chicago area that is six times the size of its former location.

The reason for this spectacular success according to co-founder, Robert Schuricht, is consistency of service, from delivery time to keeping dealers informed of new products and market trends.

"We have a real desire to service the dealer," Bob emphasized in a recent interview with Consumer SOFTWARE News. "And that commitment is visible in every phase of our operation."

Founded in late 1983, CSS is a wholly owned subsidiary of Charles Levy & Sons Publishing Company. After talking to distributors of all kinds across the country, Bob and his partner, Roger Young, set out to satisfy an expressed industry need — a need for consistently high quality distributor service.

They began by establishing a perpetual inventory system, which allows dealers to find out, on the basis of one telephone call, what is available at any given time.

Next, they started a weekly newsletter for dealers. In it, they feature timely articles of interest on new product offerings, sales opportunities, and market developments. That newsletter has become a company trademark and is currently mailed to over 6000 dealers every week.

CSS currently stocks over 8000 products from over 170 vendors. The company boasts one of the largest educational product selections available on the market today. In addition to software, they also distribute over 10 brands of floppy diskettes, including their own CSS brand. All are priced competitively.

Keeping dealers informed of this impressive product array would seem a monumental task at best; however, after each Consumer Electronics Show, CSS issues a massive catalog to all dealers on its mailing list. The catalog, which lists both dealer and retail prices, has also become a company trademark. A second catalog, listing just retail prices, is also available. To receive a copy of the CSS catalog, a dealer need only call the company at (800) 422-4912 (outside of Illinois) and (312) 547-4444 (inside Illinois) and ask to be included in the next mailing.

But CSS service doesn't stop there. In addition to fine products and a wealth of useful information, this distributor guarantees a two-day turnaround time for orders of $400 or more. What's more, CSS pays the freight charges! Orders under $400 are shipped UPS and generally arrive in two to three days from the time the order is received. CSS also has what it sees as one of the best return policies in the industry. Rather than having to wait for a return of authorization label in the mail, the dealer simply reports the defect over the telephone and is immediately granted a return authorization. The exchange occurs as soon as the defective product is received at the warehouse and there is new stock to issue.

And the list goes on. Additional services include competitive discounts, and a report of the hottest sellers published every eight weeks.

CSS sales personnel are all computer literate. Each owns a personal computer, and all are qualified and more than willing to answer dealer questions on all major brands of software.

CSS considers itself a progressive distributor because it serves the needs of both the mass market sector and the small independent or specialty sector. "We see both markets as extremely viable," Bob stressed. The company's current market mix in software is about 51 percent Commodore, 26 percent Atari, and approximately 23 percent in Apple and IBM. CSS expects productive software to account for a major part of their business in the years to come. The company currently distributes products nationwide, as well as in Canada, Puerto Rico, Australia, and the United Kingdom.

CSS is headquartered in Chicago.

The MicroLab Universe

MicroLab, Inc., a diversified software publisher, celebrates its fifth anniversary this year, and to mark the occasion, it has released an unprecedented number of new products.

One of MicroLab's premiere products this year is the TAX MANAGER 1985, which has been released for the fourth year for all Apple II's and IBM PC/PCjr and will retail at $180.00 and $250.00 respectively. This year's TAX MANAGER will also be available for the Macintosh, Atari 800 and Commodore 64, and will retail at $180.00 for the Mac and $75.00 for Atari and Commodore. BULLETIN BOARD, an electronic message center program, will be released for all Apple II's at a price of $75.00 as will DATA EXPRESS, a data communicator that will transmit and receive files from other computers.

The firm's *Micro Learn* division has introduced five new programs in its Tutorial Series, with more to come later this year. These include: ENGLISH SAT II; MYTHS, MAGIC, AND MONSTERS; AMERICAN HISTORY: 1865-1912: LOOKING GOOD, FEELING GOOD; and MORE POWERS TO YOU. These teach-and-learn programs are for all Apple II's, IBM PC/PCjr, and Commodore 64 and will retail at $35.00.

The award-winning educational game HIGHRISE will be released as BARNABY BUILDER with its companion product BARNABY MATH as part of the new HIGHRISE series. Another exciting release from *Micro Learn* will be MIND BIND, by Dorothy Rubin, Ph.D. This program is a marriage between an arcade game and sound learning theory, and promises to be a big seller for *MicroLab* in 1985. For all Apple II's, IBM PC/PCjr, Atari, and Commodore 64, these three new programs will retail at $35.00. Two other new programs from *Micro Learn* are C.A.S. (CLASSROOM ADMINISTRATION SYSTEM), a teacher's electronic "right arm" that retails for $300.00, and ASSISTANT COACH, an easy-to-use program that calculates statistics for any basketball coach and retails at $35.00. Both will be available for all Apple II's.

Another division, *Micro Home,* has two big product introductions. HOME-FILER is a simple data base program for all Apple computers; PERSONAL BANKER is a program that keeps track of personal finances for all Apple II's, Commodore 64 and Atari. Both will retail at $50.00.

Micro Fun division introductions include MINER 2049ER II, the sequel to *Micro Fun's* best-selling MINER 2049ER, the new action-packed game for all Bounty Bob fans old and new. Another release is the fast-paced CARIBBEAN QUEST, a new adventure game by the authors of the best-selling DEATH IN THE CARIBBEAN. Both games will be available for all Apple II's and the Commodore 64; CARIBBEAN QUEST will also be available for Atari. For sports fans, the basketball game ONE ON ONE will be available for Coleco at a price of $40.00.

JOURNEY TO THE CAVERNS OF DOOM is a high-resolution, animated adventure game where the player uses icons to advance the play. It can be played in 5 languages (English, French, German, Italian and Spanish), and is unique in the personal computer game world. It will retail at $40.00 for all Apple II's and the Commodore 64.

MicroLab was founded in 1980 by Stan Goldberg, the company's president and CEO. MicroLab produces over 96 computer software products for most popular brands of microcomputers. Executive offices, research and development, and production facilities are located in Highland Park, Illinois.

CIRCLE NUMBER 106

TOP 10

The Top Ten Best Selling Software Releases As Reported by CSS — Computer Software Service

PRODUCTIVITY

1. Fast Load — *EPYX*
2. Print Shop — *Broderbund*
3. Doodle — *City Software*
4. Synfile + — *Synapse*
5. Koala Pad — *Koala Tech.*
6. VIP Terminal (C64) — *Softlaw*
7. Home Pak — *Batteries Included*
8. Swiftax — *Timeworks*
9. Basic Compiler — *MMG Software*
10. Kwik Load — *Datamost*

EDUCATION

1. I Am the C64 Vol. 1-6 — *Creative*
2. Training Kit — *Kastel Technologies*
3. Build a Book About You — *Scarborough*
4. Cave of the Word Wizards — *Timeworks*
5. Music Construction Set — *Electronic Arts*
6. Starter Kit — *Kastel Technologies*
7. Mastertype — *Scarborough*
8. How to Use Wordstar — *Fliptrack*
9. Basic Building Blocks — *Meca*
10. How to Use Lotus 1-2-3 — *Fliptrack*

ENTERTAINMENT

1. On Field Football — *Gamestar*
2. F15 Strike Eagle — *MicroProse*
3. Flight Simulator II — *SubLogic*
4. Ghostbusters — *Activision*
5. Spy vs. Spy — *First Star*
6. Hitchhikers Guide — *Infocom*
7. Adventure Construction Set — *Electronic Arts*
8. Computer Ambush — *Strategic Simulations*
9. Monday Morning Mgr. — *T.K. Computer Prod.*
10. Indiana Jones — *Mindscape*

Graphics Help For Mac Users

Drawn and written by respected graphics artist Thomas Christopher, THE MAC ART DEPT. provides design help for Macintosh owners. One of the most valuable features of the Macintosh computer is its ability to create and manipulate high quality illustrations and integrate them with text. Unfortunately, most Macintosh owners soon find that the computer's talents far surpass their own.

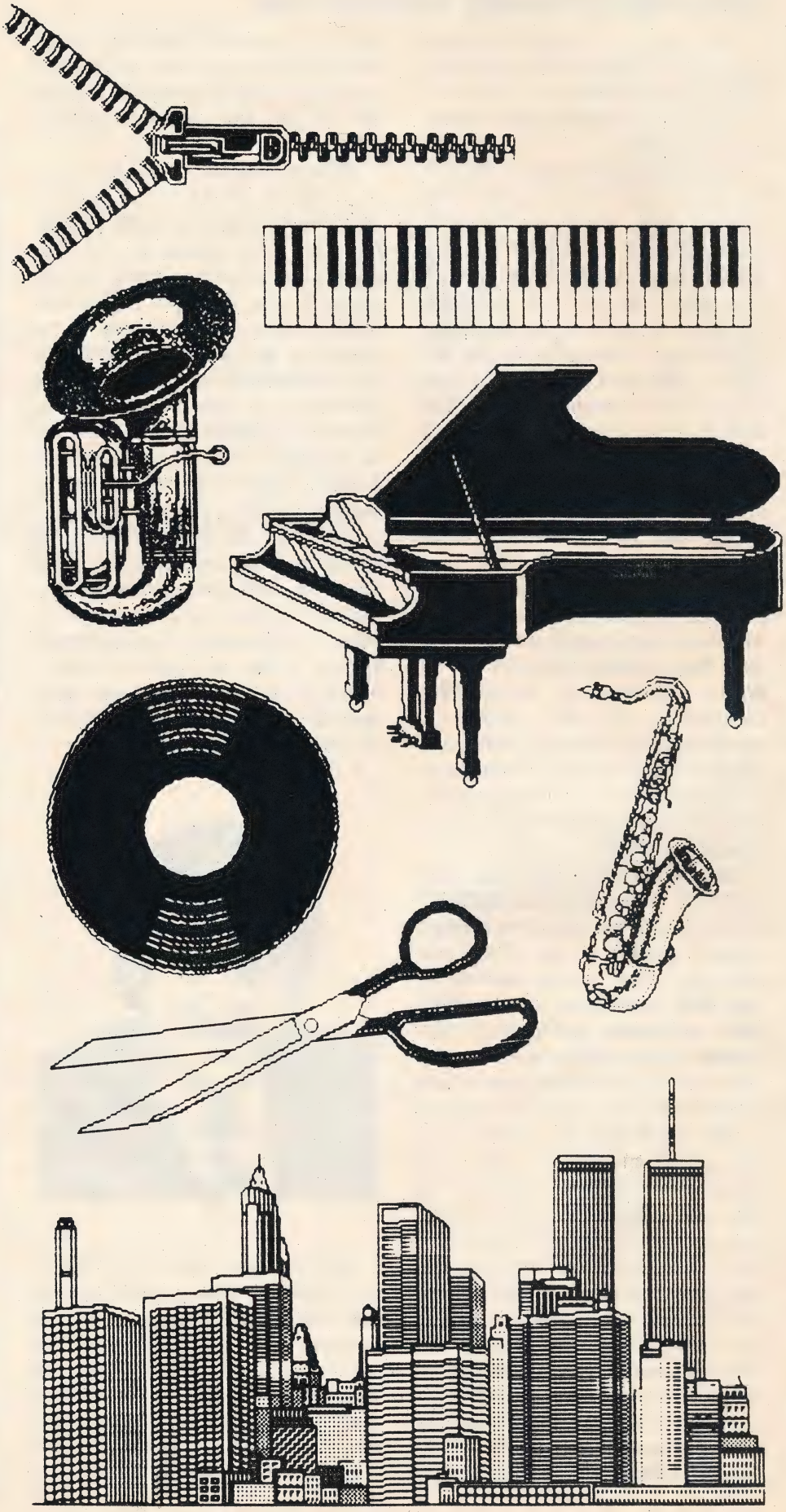
THE MAC ART DEPT. offers Macintosh owners a disk of versatile reusable graphic elements, and a manual that explains in easy-to-follow instructions how to customize images in order to create beautifully illustrated reports, charts and correspondences.

The program contains over 150 images chosen for their graphic impact and their usefulness in a wide variety of situations. They include: household objects (a kitchen knife, a TV set), emblems of travel (boats, trains, cars), food (an ice cream sundae, a turkey), Americana, musical instruments, buildings, simple and ornate borders, fill-in-the-text signs and more.

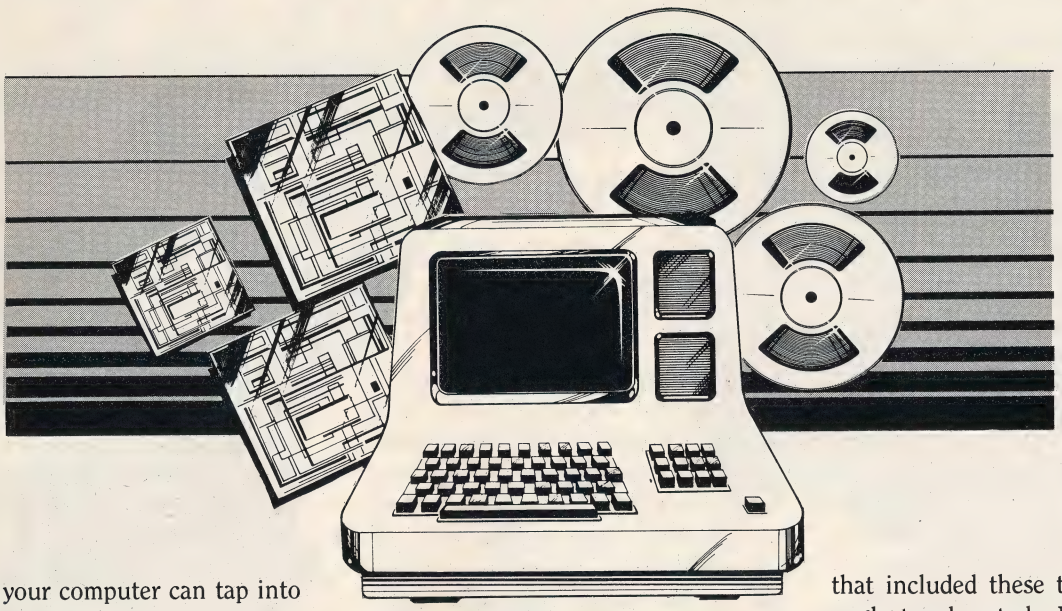
The MAC ART DEPT. comes with a manual that is a comprehensive guide to using these images and creating striking graphic designs. It shows you how to create new images from old ones by modifying them simply and easily to suit individual taste, and how to enhance images with surface details and shadows. Equally important, the manual gives pointers on how to mix graphics and type, and provides lots of good advice on how to steer clear of bad designs.

Macintosh owners will be able to create individualized stationary, letterheads, business correspondence, newsletters, flyers and even posters with the assistance of THE MAC ART DEPT. The program carries a suggested retail price of $39.95 and will be available for Macintosh computers at computer specialty and consumer electronics stores, mass merchandisers, and book, toy and video outlets nationwide.

CIRCLE NUMBER 107



Computer Unlocks Data World



By Franklynn Peterson and Judi K-Turkel

You and your computer can tap into hundreds of electronic libraries and instantly locate everything from restaurant reviews to credit risk data. You can read it onscreen or copy it via your computer. Then you subscribe to the database, just as you'd subscribe to a magazine. Fees are rarely cheap, and yet users often blindly choose the most advertised services, such as The Source and CompuServe, instead of the most useful ones.

We've seen almost all of them, and we use many in our business. Here are some we recommend:

For a wide selection of science, social science, health and general business information, look at Dialog. For between 50 cents and $5 a minute, depending on which information file you need, they'll hook you up to one of 200 libraries containing everything from U.S. chemical regulations to reports on principal international firms. Dialog charges no sign-up or monthly subscription fee.

Dialog's libraries include condensations of journal articles and original reports from such research firms as Donnelly Marketing Information. Some libraries are just elaborate lists. For instance, Electronic Yellow Pages gives you 5 million company names, addresses, phone numbers, and products or services.

Dialog's powerful search capability is quick and easy to use, once you know all the search items. But learning them takes time and/or money, and they're hard to remember unless you're a frequent user. The system itself offers little help. It often pays to sign up for one of Dialog's big-city classes ($55 to $145), or to work out on its $15-an-hour practice libraries before you tackle a high-priced database.

NEXIS is most valuable if you need lots of published news articles on a topic. It includes the full text of major newspapers including The New York Times, Washington Post and Christian Science Monitor; newsletters covering industries such as bioprocessing, mining and synthetic fuels; and magazines like Fortune, Chemical Engineering and Offshore. You can also find research reports from brokerage houses on corporations' financial histories. These are particularly useful to investors and corporate financial officers.

Dialog's condensations (abstracts) give enough facts and figures for most people's needs. But if you want all the details, you're better off with NEXIS. On Dialog, the alternative — locating the actual articles in your local library or having them mailed to you — is time-consuming.

The company that runs NEXIS also offers LEXIS for attorneys. In 15 minutes, it will find citations a law clerk would take days to locate. For example, in a few minutes we had a printout of all appellate court decisions in Wisconsin that included these three words: child, neglect and custody. Nexis will soon add a specialized database for doctors.

Dow-Jones News-Retrieval is best for up-to-the-second prices or histories of stocks and bonds. And it has elaborate files that analyze past stock performance and predict future trends. But its news files are overrated in Dow-Jones ads; look before paying the $75 one-time subscription fee plus 10 cents to $1.20 a minute online (no minimum or monthly fees).

On NewsNet, you can read past or current issues of more than 250 newsletters on topics as narrow as modems and satellite TV. There are 58 newsletters on computer-related topics alone.

NewsNet charges $15 a month subscription fee, plus 40 cents to $2 a minute for searches. Its search commands are not as versatile or quick as databases we've already mentioned. But if you need opinion or analysis, newsletters are the place to look. And NewsNet is the place to look for newsletters.

VuTron is a good choice for searching news facts. Its electronic files include a dozen papers, ranging from the Boston Globe to the Allentown Call-Chronicle.

There are big and little databases for nearly every need. One of the best places to find out what's available is Cuadra Associates' "Directory of Online Databases." It's updated four times a year to keep abreast of newcomers, and it costs $75 a year.

Rafting Reservation System

Davell Custom Software has announced a package designed to fill the reservation needs of white water rafting companies.

The Rafting Reservation System is very flexible. The master date file contains the dates available for rafting; varying departure times, up to 8 each day; and varying number of seats or rafts. The price file allows for varying deposit requirements and group discounts. One program displays available rafting dates and seats still available and takes care of updating both the customer and schedule files when a customer calls. Another program is used to post payments received to the proper trip.

Numerous reports are included. These reports back up each day's work or entire files, print mailing lists to confirm new reservations or send overdue notices, list all available seats, list all scheduled trips, and list the rafting schedule for that day.

This product was developed in consultation with local white water rafting companies to fill their current business needs. The package price includes some customization work to match scheduling or pricing requirements of other companies.

The Rafting Reservation System is a database application for the Informix database management system from Relational Database Systems, Inc. The Rafting Reservation System is available in compiled form on diskette for IBM Personal Computers or in source form via modem for any other computer running Informix.

The Rafting Reservation System requires an IBM PC with 10 Mbyte hard disk drive, PC DOS version 2.0, 256 Kb user memory, Informix or Informix runtime, and a printer. Single copy list price (manual and diskette) is $1,500.

CIRCLE NUMBER 108

New Generation of Telecommunications Switching Systems

Harris Corporation, Digital Telephone Systems Division, launched the first in a family of new generation digital switching systems.

The new system, called the Harris 20-20 Integrated Network Switch, is designed to be used by large organizations that operate their own private communications networks, such as state and federal government agencies, national banking organizations, automobile companies, insurance firms, large retail organizations and a wide variety of other types of businesses.

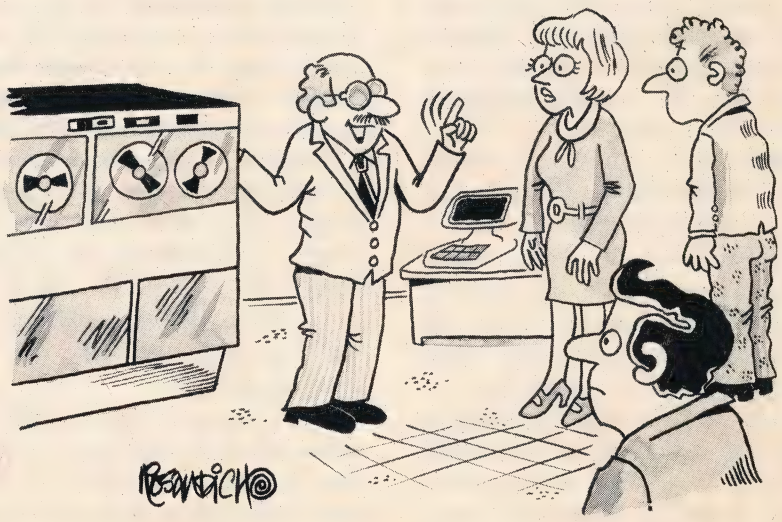
According to Harris, the new switches, when added to existing networks — which are estimated to number in the hundreds nationally — can reduce the on-net position of communications cost by up to 30 percent. For organizations with monthly telephone bills of $300,000 to $1,000,000 or more, this represents a substantial savings.

The key to these savings, validated by Telco Research, an independent telecommunications research organization, located in Nashville, Tenn., is the new Harris 20-20 switch's ability to use lower-cost non-private lines such as WATS instead of increasingly costly private leased lines, while providing all the private network features. Those features are a complete desk-to-desk connection without going through an attendant at the called company site, in addition to complete centralized call recordkeeping even in networks incorporating switches from a number of different vendors.

Essentially, Harris has come up with a way for owners of private telephone networks to cut down on the number of lines they lease from suppliers like AT&T and utilize public facilities such as WATS and ordinary long distance calling lines during peak periods, while having all the private network advantages.

The Harris 20-20 system is the first in a family of new product offerings from Harris. The system was four years in development and is estimated to have cost $20 million. Future products will include combined voice and data office automation switching systems that integrate with computer networks.

CIRCLE NUMBER 109



"Folks, I'd like you to meet our new efficiency expert!"

GHOSTBUSTERS™

THE COMPUTER GAME
BY DAVID CRANE

NOW AVAILABLE FOR
COMMODORE 64™, APPLE II AND
ATARI® HOME COMPUTERS

NOW PLAYING ON A COMPUTER NEAR YOU...

DON'T MISS IT!

Available on disk.

ACTIVISION
HOME COMPUTER SOFTWARE™

For information about new releases, call:
(800) 633-4263 anytime on weekends.
In California, call (415) 940-6044.

COMMODORE 64™ IS A TRADEMARK OF COMMODORE ELECTRONICS, LTD. GHOSTBUSTERS™ IS A TRADEMARK OF COLUMBIA PICTURES INDUSTRIES, INC. GHOSTBUSTERS LOGO © 1985 COLUMBIA PICTURES INDUSTRIES, INC. ALL RIGHTS RESERVED. APPLE II IS A REGISTERED TRADEMARK OF APPLE COMPUTER. ATARI® IS A TRADEMARK OF ATARI, INC. © 1985 ACTIVISION INC

dsi T.M.

PPI T.M. with graphics buffer

$49.95
(Nationally Advertised Retail)

PARALLEL PRINTER INTERFACE

FOR USE WITH THE COMMODORE Vic 20 and C64

PRINTERS

Star Micronics Gemini
Mannesmann Tally MT160
Panasonic KXP
Star Micronics Delta
Smith Corona DP Series
Inforunner
Brother DX-5
Brother DM-40
Okidata (in Transparent mode)
Fujitsu
Epson
Radix
Citizen
BMC
Riteman

FEATURES

True Commodore Graphics.
Expanded Alpha, Numeric, and Graphic Characters.
Expanded Reverse Alpha, Numeric, and Graphic Characters.
Condensed Reverse Alpha Numeric Characters.
Total Emulation of Commodore's Graphic, Character, and Command Set.
Commodore Print Function Lock Controls.
Combining of Expanded and Condensed Print features.
Combining of Emulation and Transparent Modes.
No confusing DIP switches.
15 page easy to follow Users Manual.
Fully Shielded from end to end.

MULTIPORT DATA SWITCHES

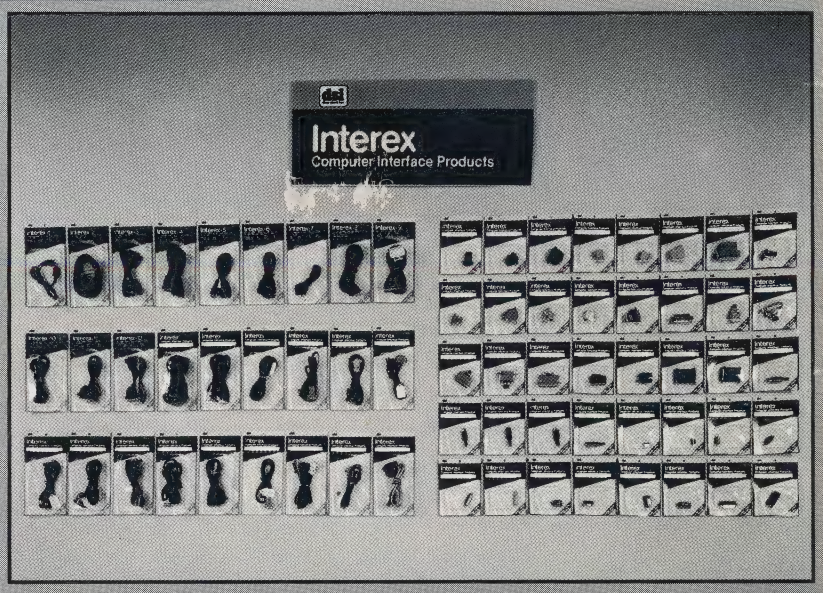
For use with various parallel and serial computers, printers, modems and other peripheral devices.

RS232 Series. DB25 connectors. 25 pins wired.
MDS 1 1 input to 2 outputs and vice versa.
MDS 2 1 input to 4 outputs and vice versa.
MDS 3 Switches AaBb to AbBa.

Centronics Series. 36 pin Centronics type connectors. 36 pins wired.
MDS 4 1 input to 2 outputs and vice versa.
MDS 5 1 input to 4 outputs and vice versa.
MDS 6 Switches AaBb to AbBa.

The Interex System

50 interface cables that support the leaders in sales of computers, monitors, modems, printers and other peripheral devices.
Each cable works in the widest variety of applications and is attractively blister packed with easy to understand compatibility listings printed on the front of each package.
Each cable has a Lifetime Warranty.
Each cable is priced 10% to 50% lower than the competition for quick turns and high profit margins.
DSI also has a complete computer connector program consisting of 55 products bulk or packaged, according to your needs.



dsi T.M.

DATA SHARE, INC.
717 South Emporia - Wichita, Ks. 67211-2307
316-264-6118 Telex: 650 193 4977
DSI is a major OEM and private label manufacturer. Call for complete information and quotations.

Money-Back Guarantee

In an unprecedented decision, Timberline System, Inc., has introduced an unconditional ninety-day, money-back guarantee for its construction, architectural, property management and builder software systems.

"The guarantee covers all of Timberline's mini and micro software as well as all hardware purchased through the company's direct sales or dealer network," according to Terry Pennington, marketing manager for Timberline. Timberline has a direct sales and dealer network throughout the United States and Canada.

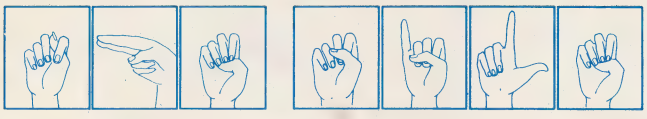
The guarantee states: "If for any reason you are not completely satisfied with this product, simply return this package, with its original contents intact, to the place of purchase within 90 days of purchase, execute a warranty of non-possession, and your purchase price will be refunded."

This guarantee simply states that if for any reason you don't love your system, we'll buy it back. No questions asked. No gimmicks, no hype, just plain old customer satisfaction. Timberline also provides training and support through telephone hotline, classroom training and on-site consultation.

Timberline's national sales office is located in Portland, Oregon, with branch offices located in Seattle, Newport Beach, Dallas, Chicago, Denver, Atlanta and Boston.

CIRCLE NUMBER 110

"Deafnet . . . Aid for the Deaf"



GTE Telenet announced today that it has donated the use of ten communications terminals and free network service to New York University for the purpose of researching the use of electronic mail as a means of improving the literacy of deaf people.

The research project, which is scheduled to last eight months, will involve 30 deaf students from five different educational institutions on the East Coast. GTE Telenet will loan the terminals for the full eight months and supply free connection between the involved schools and the Telemail electronic mail system through the Telenet public data network.

GTE's interest in aiding communications among the deaf is an ongoing one. In 1981, during the International Year of the Disabled, GTE sponsored the formation of DEAFNET, a national network of deaf people who use GTE Telenet's Telemail electronic mail service for interpersonal communications. DEAFNET was pioneered by Edward Housman of GTE Laboratories, and since its inception it has become well known and widely used among schools for the deaf.

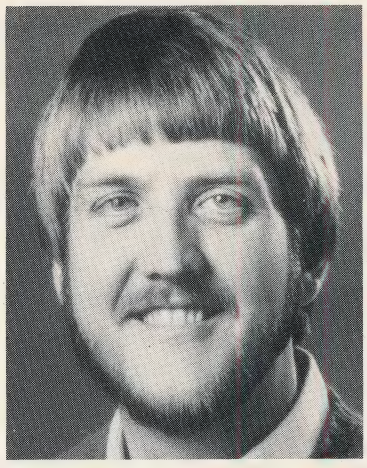
GTE began to research ways to help deaf people communicate in 1978, but it wasn't until New York University professor Doris Naiman submitted a proposal to the National Institute of Handicapped Research earlier this year that research to develop electronic mail as a means of improving deaf literacy was completely funded.

"DEAFNET provides deaf young adults with an interested audience of other deaf and hearing persons and thereby creates a public forum . . . for the exchange of experiences, the posing of questions, and the testing out of language," said Dr. Naiman in her report to the NIHR. "This creates a real motive for sustained reading and writing practice."

The NIHR not only funded Dr. Naiman's research proposal, but also named her as one of five "Distinguished Senior Research Fellows" in the U.S. during the 1984-85 academic year. A matching in-kind contribution was made by New York University and GTE Telenet offered ten XT300 terminals and access to the DEAFNET system, which is funded by a grant from GTE.

CIRCLE NUMBER 111

Profile



David Crane is one of the most successful and prolific designers of entertainment software in the world. His award-winning games, led by PITFALL! and PITFALL II: LOST CAVERNS, are acknowledged as some of the most innovative and popular in the home computer industry.

Crane, a founder of Activision in 1981, recently released his ninth title, GHOSTBUSTERS. Based on the hit Columbia Pictures movie, the game features the special elements game fans have come to expect from a David Crane work: strong plot, multiple screens, superb graphics and musical effects, and constant surprises.

More than six million David Crane games have been sold worldwide, and the number is growing, In addition, GHOSTBUSTERS, *The Activision Decathlon,* which has been in the top 20 for more than one year, is still on the best-seller charts.

Crane is the most lauded game designer in home computer history. He was named designer of the year in 1983 by both *Video Game Update* and *Video Review* magazine. PITFALL II: LOST CAVERNS won the 1984 "Golden Floppy" award for best game and the "Video Adventure Game of the Year" award for 1984 from *Electronic Games* magazine. In addition, *The Activision Decathlon* has won several sports games awards and PITFALL! was the most-applauded game in video game history.

Crane, who is 30, was born in Nappanee, Indiana, and studied electronic engineering at DeVry Institute of Technology in Phoenix.

Wizard of ease.

Easy user.

Letter Wizard is an ideal word processing program for even the most serious wordsmith in your family. It boasts a spelling checker and compatibility with all popular printers. Nice thing is, commands are a whiz to learn and perform.

Easy writer.

Compose and edit right on the screen. At the stroke of a key, you can move, delete, insert, search and replace words and paragraphs like...well, magic.

Easy speller.

Letter Wizard includes a spelling checker which allows easy in-line corrections of over 33,000 words. And you can even create custom dictionaries of your own special words. Have we got you under our spell yet?

Easy buyer.

OK, a powerful program like this must cost a powerful lot of money, right? Stuff and nonsense. Even though Letter Wizard offers more than most, it costs less than most. And that's no voodoo.

For Commodore 64, Apple II and Atari Systems.

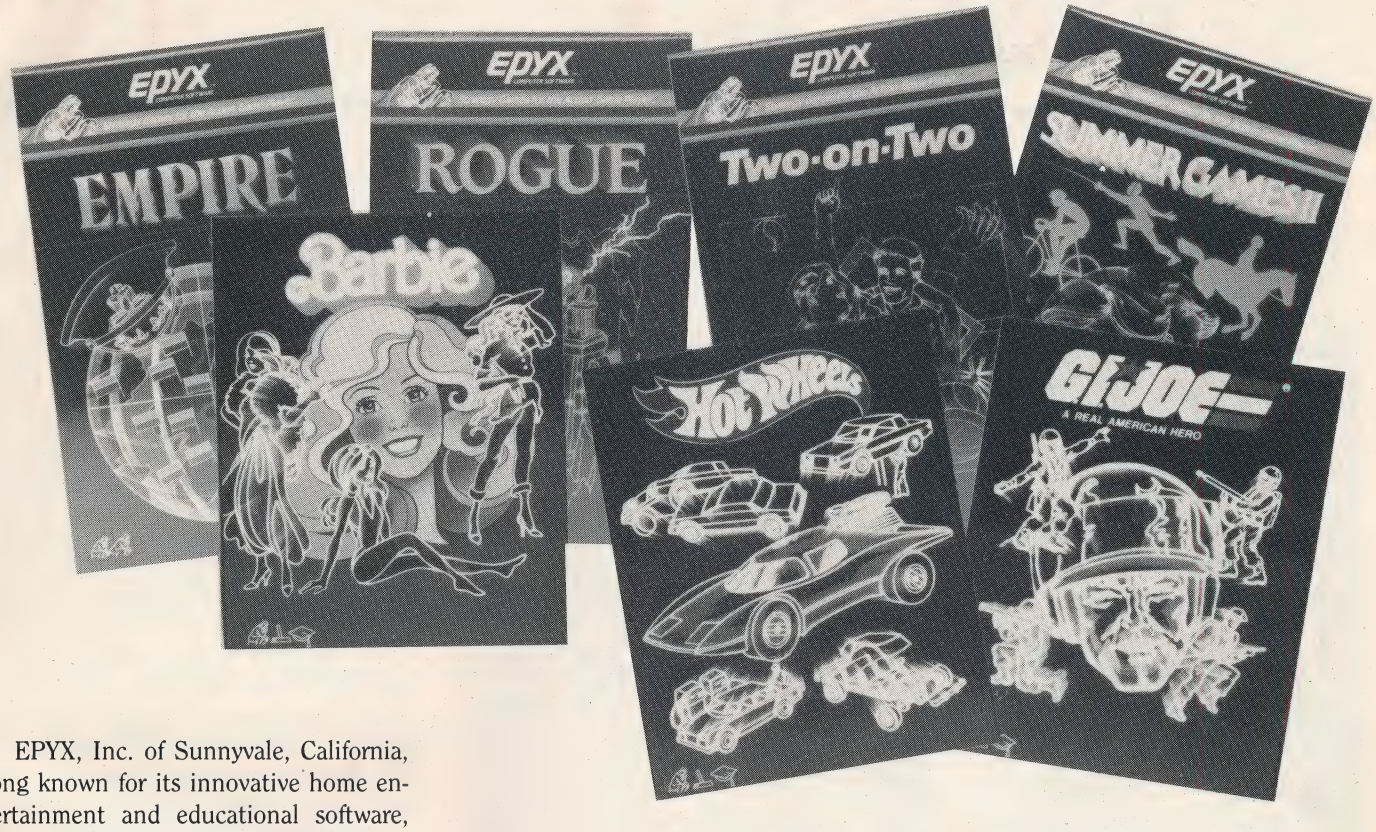
Letter Wizard with Spelling Checker by

Datasoft®

Datasoft, Inc., 19808 Nordhoff Place,
Chatsworth, CA 91311 • (818) 701-5161

Letter Wizard™ is a trademark of Datasoft, Inc.® 1984. ©1984 Datasoft, Inc.

EPYX Stresses Strategy, Education and Fun



EPYX, Inc. of Sunnyvale, California, long known for its innovative home entertainment and educational software, introduced a total of ten new products at this year's Consumer Electronics Show. They also established a new category of software for children called Computer Activity Toys, which affords four to ten-year-olds the opportunity to put their imaginations and creativity to work in familiar role playing scenarios.

EPYX has acquired the exclusive software rights to the Barbie (Mattel), Hot Wheels (Mattel), and G.I. Joe (Hasbro) licenses. With the Activity Toy software, young girls can dress a Barbie Doll on the screen and change her hairstyle, while boys can move their Hot Wheels car around the Hot Wheels garage or control G.I. Joe in a confrontation with the enemy Cobra. These are free-play, non-structured activities, and each product is in disc format and includes many activities.

SUMMER GAMES II, the sequel to last summer's number one selling game, features eight new Olympic-style events. Players compete against opponents or the computer in kayaking, cycling, fencing, gymnastics, diving, track and field, equestrian events and more. Great graphics and sound effects combine with realistic animation and joystick control. Of course, the opening ceremonies, awards ceremonies and choice of countries are included in this sequel. Another chance to *"Go for the Gold!"*

TWO ON TWO SPORTS allows two players to compete as teammates in "sand lot" versions of volleyball, football, soccer and baseball or allows one player to compete against the computer with a teammate supplied by the computer.

ROGUE and EMPIRE are two very popular games currently on mainframe computers in colleges and universities. EPYX has created home versions of these games.

EPYX is bridging the gap between pure action and pure strategy games by creating a series of *"Action/Strategy"* titles that require a combination of physical dexterity and mental acumen. These games are positioned as *"Strategy Games for the Action Game Player,"* and combine decision-making challenges with the excitement of video game action.

"Action/Strategy" titles introduced last fall (1984) include:

PITSTOP II, the first auto racing game with real head-to-head two player action.

BREAKDANCE, the hottest new dance craze to sweep the country is now a computer game that everyone can enjoy.

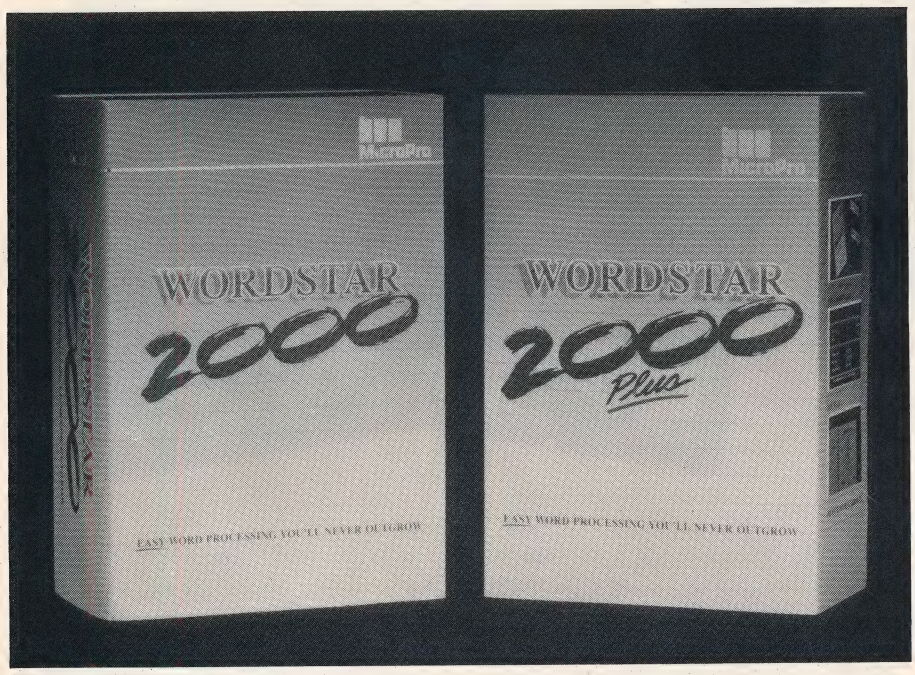
SCRABBLE, the most popular board game ever (over 100 million copies sold) is now available for the home computer from EPYX.

The *"Learning Fun"* series is designed for the 6 to 12-year-olds. Unlike some educational games which children tend to reject as too learning oriented, these games combine just the right elements of learning and fun. New in the *"Learning Fun"* series is CHIPWITS, designed to teach the basics of programming through the use of a lovable animated robot.

The EPYX game line has received recognition and kudos from the industry. In October, 1984, EPYX received more Arkie Awards (*Electronic Games* magazine), four in total, than any other computer software company. EPYX has consistently had titles on the best selling charts and has more than 100,000 unit sellers on a consistent basis than any other entertainment software company.

CIRCLE NUMBER 112

MicroPro Courts Corporate Users With WordStar 2000; Copy Protection



MicroPro International Corporation announced that it suspended the use of copy protection technology on its newest word processing products WordStar 2000 and WordStar 2000 Plus.

"We are responding to the customers' need for software that is easy to use. Although the copy protection technology we chose is the most technically advanced and the most transparent to the user, we believe it impedes the use of the product enough to warrant its suspension," said MicroPro Chief Executive Officer H. Glen Haney.

Haney also said that "this is not a passive invitation to software pirates. MicroPro continues to be vitally interested in protecting our products from illegal copying, but we are pursuing copyright enforcement through other channels."

The removal of copy protection makes the installation process much easier, and increases the number of IBM-compatible systems on which WordStar 2000 and WordStar 2000 Plus will run, according to the company. Update kits — including replacement diskettes, installation instructions and new labels — will be provided to all dealers upon request and automatically provided to those customers who have sent in their registration cards.

WordStar 2000 Targeted for Corporate Office

Haney also discussed the marketing strategy for WordStar 2000. "WordStar 2000 was built to attract a new base of office users in both large and small businesses, especially the growing number of computer novices in the marketplace," he said.

MicroPro said the original WordStar continues to sell very well and remains structured toward more technically oriented users, whose support made it an industry standard. These users are interested in flexibility and programmability, according to company research, and in many cases have modified WordStar or grafted other products onto WordStar to fit their particular needs. The company also said it plans to continue to support and enhance its classic WordStar as an integral part of its word processing product line.

"Because WordStar 2000's prime focus is on ease of learning and ease of use, it is ideal for corporations interested in minimizing training times for temporaries. It also allows managers, who only use the product occasionally, to return to it without a lot of relearning," Haney said. "WordStar 2000 was built specifically for this broader corporate market, not the WordStar user base," he said. "It is a totally new product, not an update to WordStar."

Introduced in October 1984, WordStar 2000 combines advanced word processing capabilities such as telecommunications, on-screen windows, a mailing list data base application, and on-line spelling correction with a dramatically simplified user interface. It is designed to bring advanced document processing capabilities to everyone in the office — including secretaries, support staff, managers and executives — while being easy to learn and use.

MicroPro International Corporation is a leading supplier of microcomputer application software. The company markets a full line of products, including WordStar, the largest selling word processing program for microcomputers. MicroPro's new word processing software, WordStar 2000 and WordStar 2000 Plus, combines ease of use with advanced functionality. The company has 19 field offices in North America and seven international subsidiaries in Europe and Japan. MicroPro software has been translated into nine languages.

CIRCLE NUMBER 113

PRODUCTIVE SOFTWARE NEWS

Swiftcalc Offers Spreadsheet Capability At A Modest Price

Timeworks, Inc. has added the name "SWIFTCALC" to the growing list of software the firm publishes. This new program is an electronic spreadsheet which has been created for home and small business use.

SWIFTCALC, currently available in formats for the Commodore 64 and the IBM PC, PCjr, and compatibles, has been designed to interface with WORD WRITER and DATA MANAGER 2, Timeworks' word processor and data base programs. "This interfacing provides the user with a fully integrated productivity program at a moderate price," states Mark L. Goldberg, President of Timeworks, Inc. "The user has the convenience of being able to purchase the programs one at a time, as his needs dictate. All three are 'stand alone' programs, not dependent upon their interfacing capability to perform their functions."

"When DATA MANAGER 2, SWIFTCALC, and WORD WRITER are interfaced," adds Goldberg, "information needs to be entered into the system only once, and data can be transferred from DATA MANAGER 2 directly into spreadsheets produced by SWIFTCALC, and spreadsheet information can be incorporated into the text of documents produced by WORD WRITER."

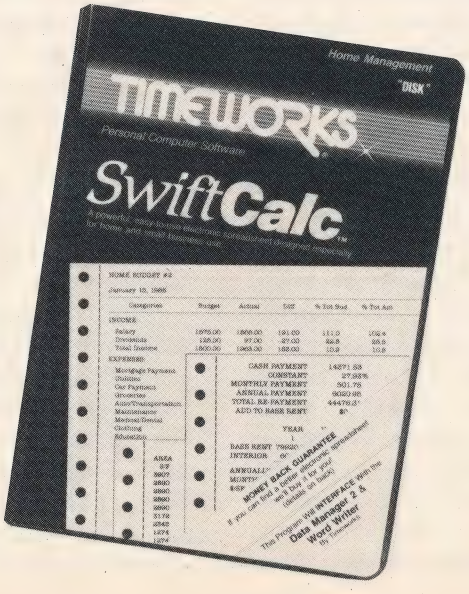
In addition to a people-friendly and heavily illustrated manual, assistance in using SWIFTCALC is provided through instructions which appear on the screen and a scrolling display which lists all of the program's functions. Also, Timeworks programs are supported by a toll-free hotline and a full-time Consumer Technical Support Team to help users achieve full efficiency from the Timeworks software free of charge.

"We invested considerable time in developing SWIFTCALC," said Goldberg, "in our effort to make it as powerful and as easy to use as possible."

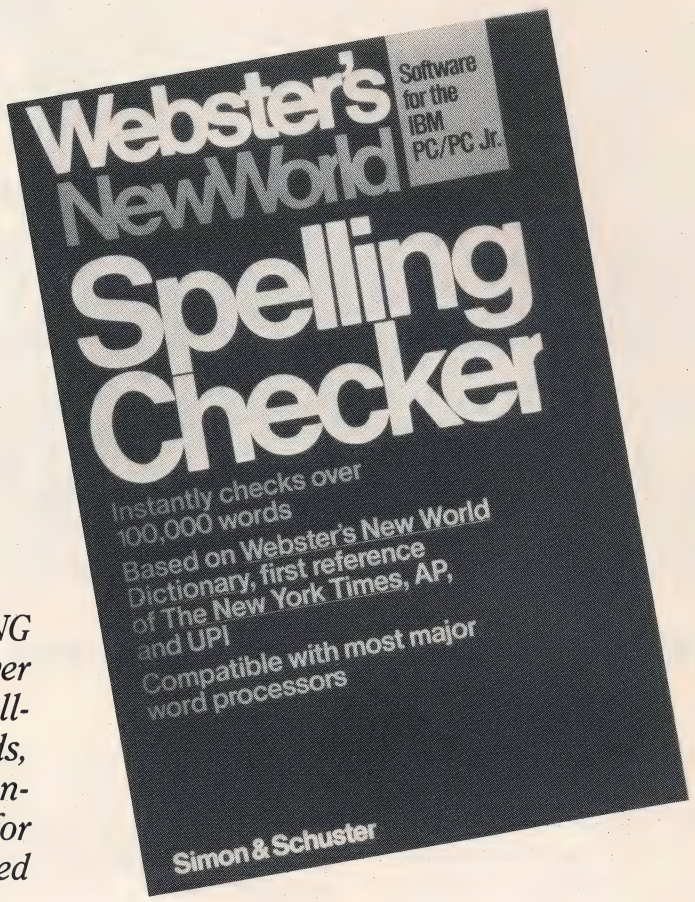
The suggested retail price for SWIFTCALC is $49.95 in Commodore 64 format (64k) and $129.95 for the IBM PC, PCjr, and compatibles (128k).

Timeworks, Inc. publishes a broad line of software for home management, education, personal improvement, and business systems for use with IBM, Apple, Commodore, and Atari personal computers.

CIRCLE NUMBER 114



Webster's New World Spelling Checker



WEBSTER'S NEW WORLD SPELLING CHECKER utilizes a data base of over 110,000 words to correct simple misspellings, double typed words, run on words, to recognize hyphens, apostrophes, contractions and to find correct spelling for words when only given approximated phonetic spellings.

This program is based upon *Webster's New World Misspeller's Dictionary* and *Webster's New World Dictionary,* College Edition, which is the "dictionary of first choice" of the *New York Times, The Wall Street Journal, The Washington Post,* the Associated Press, and the United Press International.

WEBSTER'S NEW WORLD SPELLING CHECKER has a data base of over 110,000 words, more than any other program on the market. A choice of up to ten possible corrections is offered for each misspelling. The program also has multiple auxiliary dictionaries, so the user can add specialized vocabularies to the data base. And the program shows the document being corrected so that users may see the context in which words appear. The program provides on-screen help, command explanations and allows users to browse through the dictionary.

The program frees the user to concentrate on writing because it can correct simple misspellings, double typed words, run on words and can recognize hyphens, apostrophes, contractions and much more. WEBSTER'S NEW WORLD SPELLING CHECKER is able to do even more than correct spelling errors and typing faults. The program can find the correct spelling for words even if the user can only approximate the phonetic spelling.

WEBSTER'S NEW WORLD SPELLING CHECKER uses a unique programming technique called Scan to achieve its sophisticated spelling ability. Scan allows the user to adjust the power of the program to their individual needs. Scan has four levels, from Manual which only highlights errors and offers no suggestions or alternatives to Automatic which, using artificial intelligence techniques, decides how far to search for correct alternatives.

WEBSTER'S NEW WORLD SPELLING CHECKER is compatible with most major word processing programs on the market including, Bank StreetWriter, HomeWord, Perfect Writer, PFS: Write, Textra, Volkswriter (or Volkswriter Deluxe), WordStar (or WordStar 2000), as well as text files from Symphony, Framework, ThinkTank and Lotus 1 2 3. And WEBSTER'S allows the user to customize the spelling checker to run with their word processing program if it isn't already compatible.

WEBSTER'S NEW WORLD SPELLING CHECKER will be available for the IBM PC, PC-XT, PC-AT, PCjr and 100% compatibles at a suggested retail price of $59.95, and for the Apple II series at a suggested retail price of $49.95 in May '85 at computer specialty and consumer electronics store, mass merchandisers, and book, toy and video outlets nationwide.

CIRCLE NUMBER 115

"SEVEN-UP," "7UP" AND "THE UNCOLA" ARE TRADEMARKS IDENTIFYING PRODUCTS OF THE SEVEN-UP COMPANY © 1985.

BUY 1 SAVE $2.00
BUY 2 SAVE $3.00

BROWN BAG SOFTWARE™ REBATE

To receive your rebate, check the items you have purchased. Fill out the rebate coupon and mail to:

Brown Bag Software™
Box 1095 - Airport Road
Minden, NV 89423

Be sure to enclose the dated sales receipt and the UPC Code for each package.

I have purchased

☐ **Integrated Word Processor** ☐ Apple II ☐Commodore 64

☐ **Data Base** ☐ Apple II ☐ Commodore 64

PLEASE SEND MY $_____ TO: (Please Print)

Name _____

Address _____

City _____ **State** _____ **Zip** _____

Consumer SOFTWARE News

Allow 6 to 8 weeks for delivery

Expires September 30, 1985

"Speedy" Legal Publishing

A new automated publishing system is cutting production time from weeks to days for a Redmond publishing firm. Butterworth Legal Publishers, a division of the multinational publishing organization headquartered in London, England, is using the system to produce a range of legal texts and commentaries covering the laws of Washington, Oregon and other western states.

The system, based on the latest laser printing technology, was supplied by Northwest Computerworks, the Mercer Island based computer consultants. According to the company's founder Peter Martin, the system combines text editing and typesetting with the new concept of fully automated page layout. "With this approach," he says, "you go to press as soon as you've finished editing a publication. The system is programmed to format the entire job automatically, including the index and table of contents. All the printer has to do is shoot a negative and make the plate."

Butterworth's divisional President Jim Michaud found the system ideal for producing newsletters, but never expected to publish books in the same way because of concerns about print quality. "Laser printers surprised us," he says. "The printed output is extremely close to typeset quality, and having most of the production process in-house gives us the control we need over schedules. With the added bonus of high speed, we can handle even our largest jobs in-house."

Butterworth is now producing their largest publication on the system, a 40-volume reference library on Oregon state law. "Not only is this publication huge by anyone's standards," says Peter Martin, "but the formatting complexities are formidable. With volumes, titles, sections, divisions, cases, etc., the book's structure breaks down into 15 different styles, using a mixture of single and multi-column formats. These complexities are programmed into the system, so that the operator can concentrate on traditional editing tasks. Our software makes sure that the printed output is camera ready."

The computer hardware in a typical publishing system from Northwest Computerworks includes a multi-station 'super-micro' computer and a desk-top laser printer, rather like a small office copier. Software includes a highly sophisticated text composition package, and programmed formats created by Northwest Computerworks' staff for the production of specific publications. Complete systems can be configured for under $10,000.

According to Martin, these systems are very effective in publishing directories, newsletters, product manuals, procedure handbooks and large reports. With applications like these, programmed formats are used over and over again. "Legal publications are an excellent fit to the capabilities of the system," he says, "because the size and number of publications guarantees a very short payback period on the initial investment."

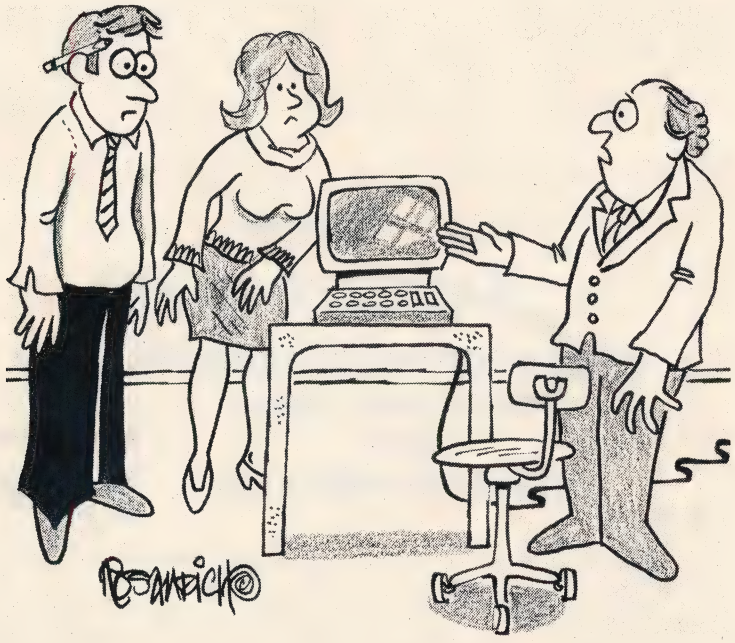
The need to update reference volumes constantly is a characteristic of our legal system. The outcome of each case depends on precedent — how the law has been interpreted in previous cases. So, for every state, attorneys need access to summaries and commentaries of cases relevant to each section of the legal code.

The legal texts that record this information can be a publisher's nightmare. They use elaborate formats, with distinctive typestyles for readability and extensive cross-referencing for easy access to specific details. Production times have to be kept to a minimum to provide information on recent cases as soon as possible.

Using conventional methods, text preparation is an inefficient process. The lawyer preparing the summary or commentary writes a draft, which is typed for legibility during editing. This is often retyped on a phototypesetting machine which produces long strips of typeset copy known as 'galleys.' At each stage, careful proofreading is required to prevent errors. The completed galleys are cut up and pasted onto cards in the form of the final page. After this is done, the publication has to be indexed, and the index itself goes through the same process. Only then can the printing plates be made.

"With our larger publications, this process used to average 30 to 45 days," says Jim Michaud. "On our new publishing system, we have cut this to less than a week for books, and as little as twenty minutes for newsletters."

CIRCLE NUMBER 116

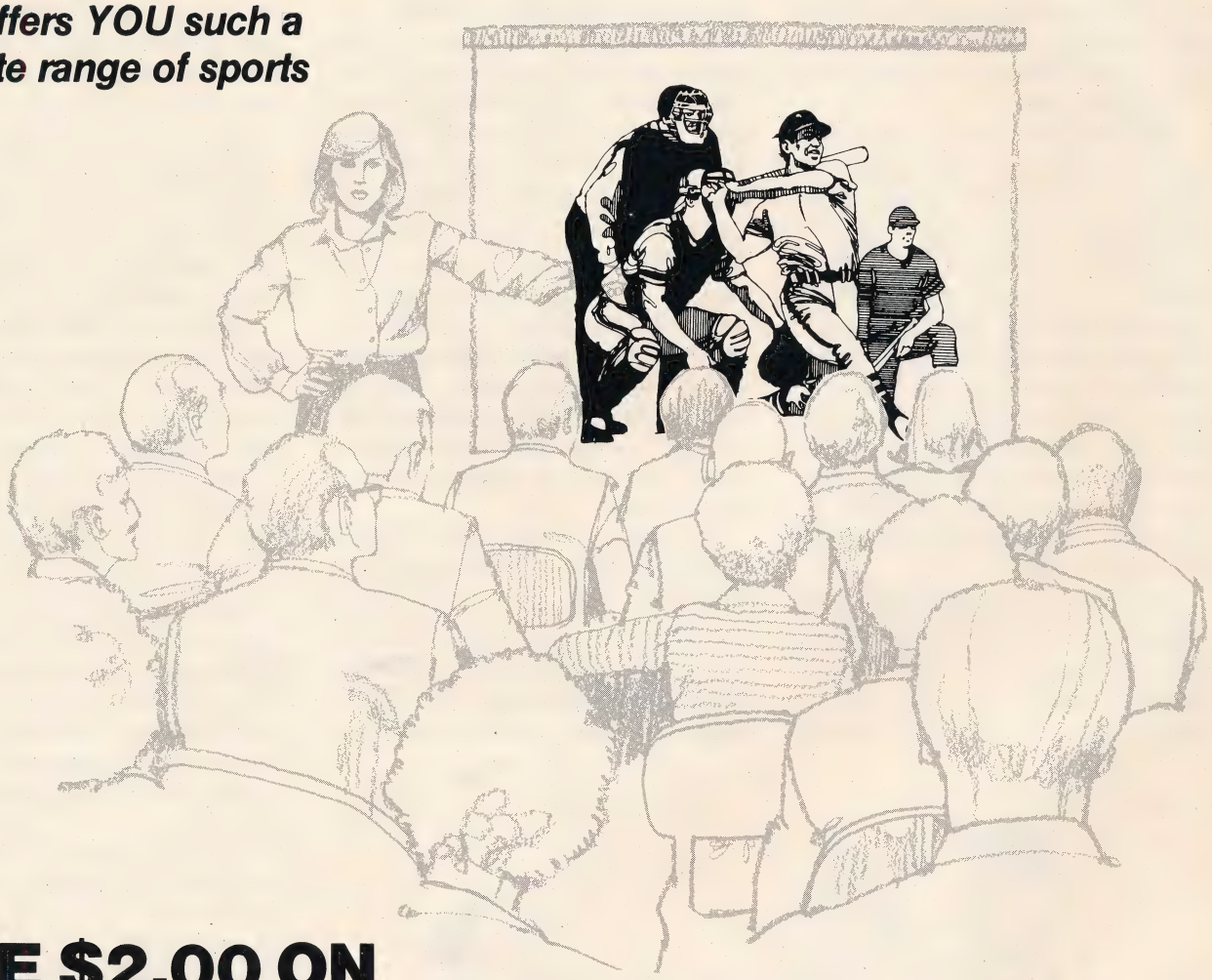


"Remember when I stated that this company needs a computer for record keeping? Well, this little sucker suggests we buy one more so it can finish the job."

BASEBALL LEGENDS LIVE ON

PLAY AND MANAGE MAJOR LEAGUE BASEBALL TEAMS

Real Computerized Baseball at its exciting best. No other game offers YOU such a complete range of sports action.



SAVE $2.00 ON

MONDAY MORNING MANAGER THE BASEBALL GAME

AND

ALTERNATE DISKS I & II

for The Atari Computer by T.K. Computer Products

COUPON

SAVE $2.00 ON

MONDAY MORNING MANAGER THE BASEBALL GAME AND ALTERNATE DISK I & II

TO RETAILER: For each coupon you accept as our authorized agent, we will pay you face value. Invoices showing your purchase of sufficient stock to cover all coupons redeemed must be shown upon request. Failure to comply with the foregoing will result in non-payment and may constitute fraud. Void wherever prohibited, taxed or restricted. Your customer must pay any sales tax. Cash value 1/20 of 1 cent. Redeem by mailing to: TK Computer Products c/o CSS, 9900 West Derby Lane, Westchester, Illinois 60153. Limit: One coupon per purchase. Good only in the U.S.A.

Consumer SOFTWARE News ***Expires September 1, 1985***

Tax Preparation Made Easier

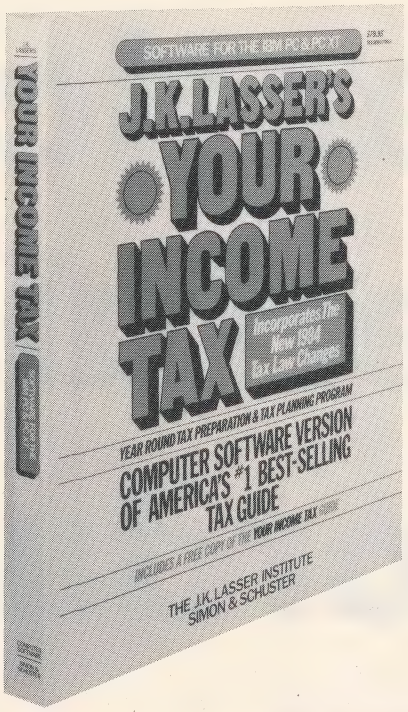
America's number one best-selling tax preparation and planning guide, J.K. LASSER'S YOUR INCOME TAX, is now available in a software version. The program, which draws on 50 years of tax preparation experience from the J.K. Lasser Tax Institute, the authors of the annually published best-selling book, is a comprehensive tax preparation and planning package. It not only includes complete operating instructions and a diskette incorporating all the new 1984 tax law changes, but also a free copy of the J.K. Lasser's Your Income Tax guide book.

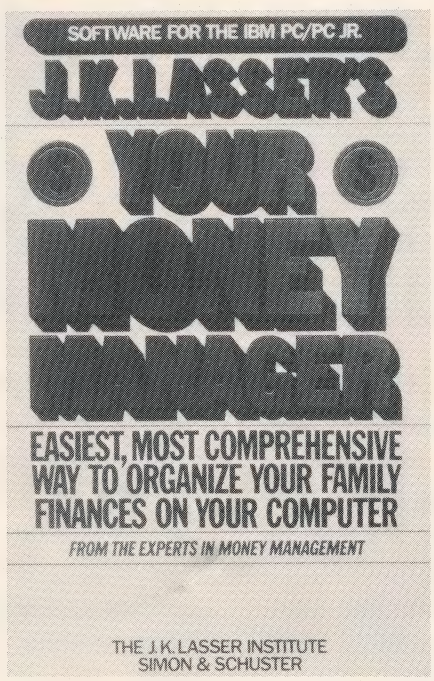
The program combines J.K. Lasser's expertise and experience in tax planning and preparation with the speed and accuracy of personal computers. It can save time, money and frustration by accumulating, organizing and calculating tax related information while helping with year-round tax strategies. J.K. LASSER'S YOUR INCOME TAX provides straightforward answers and easy-to-follow procedures for tax preparation and planning. The program utilizes advanced windowing techniques, allowing an individual to move back and forth at any point between 1040 line numbers and related forms and schedules. All the pertinent information is automatically transferred between forms and schedules and located at the appropriate line number.

The program has on-screen menus with built in help features. A status line, always present at the top of the screen, indicates whether the user is preparing or planning taxes, the form being displayed, and the date.

The J.K. LASSER'S YOUR INCOME TAX program is uniquely cross-referenced on each form and schedule to the guide book, supplying all the necessary information at each step. The disk contains brief on-screen explanations while the guide book is provided to supply more detailed analysis and answers.

"J.K. LASSER'S YOUR INCOME TAX is the perfect integration of what computers and books each do best," said Frank E. Schwartz, President of the Electronic Publishing Group. "The package uses a computer for organizing, synthesizing and calculating, while providing a book for more in-depth information and help," he concluded.





The tax planning section of the program helps evaluate the tax consequences of financial decisions and helps estimate future tax liabilities while using the best long and short term strategies. The planning portion of the program can store up to fifteen plans allowing the user to try out many different scenarios and ask a multitude of "what if" questions.

All the screens of forms and schedules have been organized to match the official IRS forms in order to simplify the filing process. Although every calculation is done by the program, a mobile four-function calculator with memory is available at the touch of a button should an individual need to do extra calculations. And the user has the option of printing forms, schedules and tax plans either completed or blank.

The J.K. LASSER'S YOUR INCOME TAX package requires no technical background or expertise in either computers or taxes. It's a complete, comprehensive and easy-to-use tax planning and preparation program with the authority and reputation of J.K. Lasser, one of the best names in tax planning and preparation behind it. In addition, the program is tax deductible.

J.K. LASSER'S YOUR MONEY MANAGER, a companion program that makes tax preparation even easier and faster, will be available in March 1985. When the MONEY MANAGER is used year-round, the financial information collected simply needs to be down-loaded into the tax program. The YOUR INCOME TAX program then uses the given information to calculate the individual's income tax return.

The J.K. LASSER'S YOUR INCOME TAX program is sold in Simon & Schuster's award-winning browseable packaging, so that consumers may review the material before making a purchasing decision. The documentation is spiral bound with a special envelope in the back containing the J.K. LASSER'S YOUR INCOME TAX guide book and diskette.

J.K. LASSER'S YOUR INCOME TAX carries a tax deductible suggested retail price of $79.95. The program is available for the IBM PC, PC-XT and PCjr (with more than 128K) at computer specialty and consumer electronics stores, mass merchandisers, and book, toy and video outlets nationwide.

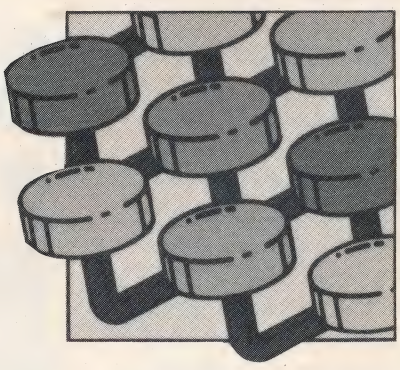
CIRCLE NUMBER 117

The Creative Series: Practical, Powerful, and Affordable

Even as consumers move toward more sophisticated computer technology, they still require software that is easy to learn and use. Creative Software of Sunnyvale, California designed its new personal productivity series, CREATIVE WRITER, CREATIVE FILER, and CREATIVE CALC, with that in mind. This series is the first of its kind to be offered at a price and power level geared toward the consumer market. All three programs are integrated for maximum computing power, and all are available in Apple, Commodore 64, IBM PC, and PCjr versions.

CREATIVE WRITER is a powerful word processing program that anyone can start using in just fifteen minutes. The program features editing functions similar to those found in more expensive programs. And because cursor key control is designed around the computer's standard editing mode, there is no need to relearn the keyboard. Advanced functions include the ability to move blocks of type, search forward, and search and replace. "Help" screens and easy instructions are designed to insure rapid word processing proficiency.

In its March 1985 issue, RUN magazine rated CREATIVE WRITER highly. Their review noted that the program "has a lot of features not found in many programs for home use. "Formatting is done through a simple, but complete menu, thus eliminating confusing embedded commands." CREATIVE WRITER is easy to learn and use. "It is powerful, yet clear and simple enough for the beginner."

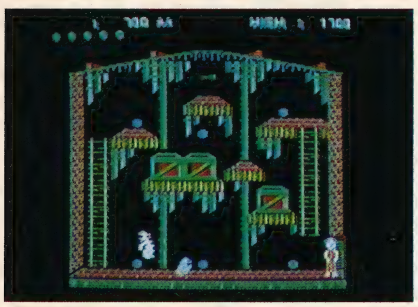


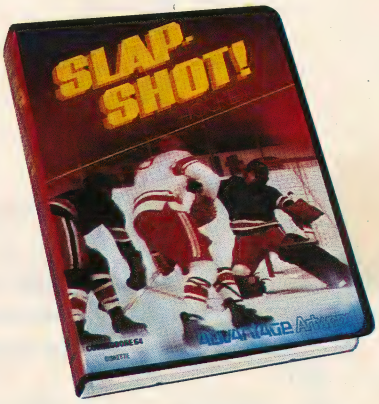
CREATIVE FILER is an electronic filing system that simplifies organization and classification of information. It allows users to store and organize names and addresses, home and auto records, club memberships, credit card information, inventories, and a host of other "paper intensive" data. CREATIVE FILER features include an unrestricted format, report writer, and automatic alphabetizing.

Norma Odisio of Family Computing magazine reports that CREATIVE FILER "allows an enormous amount of leeway in setting up a filing system — accepting formats up to 98 lines long." She adds, "Once you've decided on a format and saved it, you

From Ghosts to Goalies Artworx Gives You The Greatest Gameware Going!

Meet Harry...the Ghost Chaser. Harry has a strange hobby... he loves exploring haunted houses and so will you with this action filled gameware from Artworx Software. ***GHOST CHASER***™ features animated, hi-res graphics and multiple game screens in a challenging problem solving format. Hidden through old Fairport Manor are special keys that Harry needs to unlock secret doors to get to the ultimate ghost trap. Points are scored for exploring the rooms, collecting the keys and "globbing" the Phantoms that materialize with ectoplasm.





Watch out for traps and obstacles, but, above all, avoid contact with anything that moves! Guaranteed to send shivers up your spine. ***GHOST CHASER***™ is available on disk for the Commodore 64® and Atari® computers and requires one joystick. Suggested price only $19.95.

From the first shout of "Charge!" to the final goal, ***SLAP SHOT HOCKEY***™ will keep you and a friend on the edge of your seats. Choose your team from the six countries in the 1984 Canada Cup Series and get set for some breakaway action. ***SLAP SHOT HOCKEY***™ features life like voice, true 2-player control, real play action passing, defense/offense strategies and body checking. Challenge your friends and family to a dual at center ice. See who has the stamina to withstand your winger's aggressive action, whose defense can keep the forwards in check and whose goalie will make the ultimate save. But watch out for the roughing penalty. ***SLAP SHOT HOCKEY***™ is available on disk for the Commodore 64® and Atari® computers and requires two joysticks. Suggested price only $19.95.

ADVANTAGE Artworx

Atari is a registered trademark of the Atari Computer Co. Inc.
Commodore is a registered trademark of Commodore Business Machines Inc.

150 NORTH MAIN STREET, FAIRPORT, N.Y. 14450 716-425-2833 · 800-828-6573

BUY 1 of the games listed below and receive $2.00
BUY 2 of the games listed below and receive $5.00

- ☐ **Pogo Joe**
- ☐ **Asylum**
- ☐ **Warrior of Ras Series**
- ☐ **Trivia Arcade**
- ☐ **Ken Uston's Professional Black Jack**
- ☐ **Playful Professor Math Tutor**

Name _____

Address _____

City _____ State _____ Zip _____

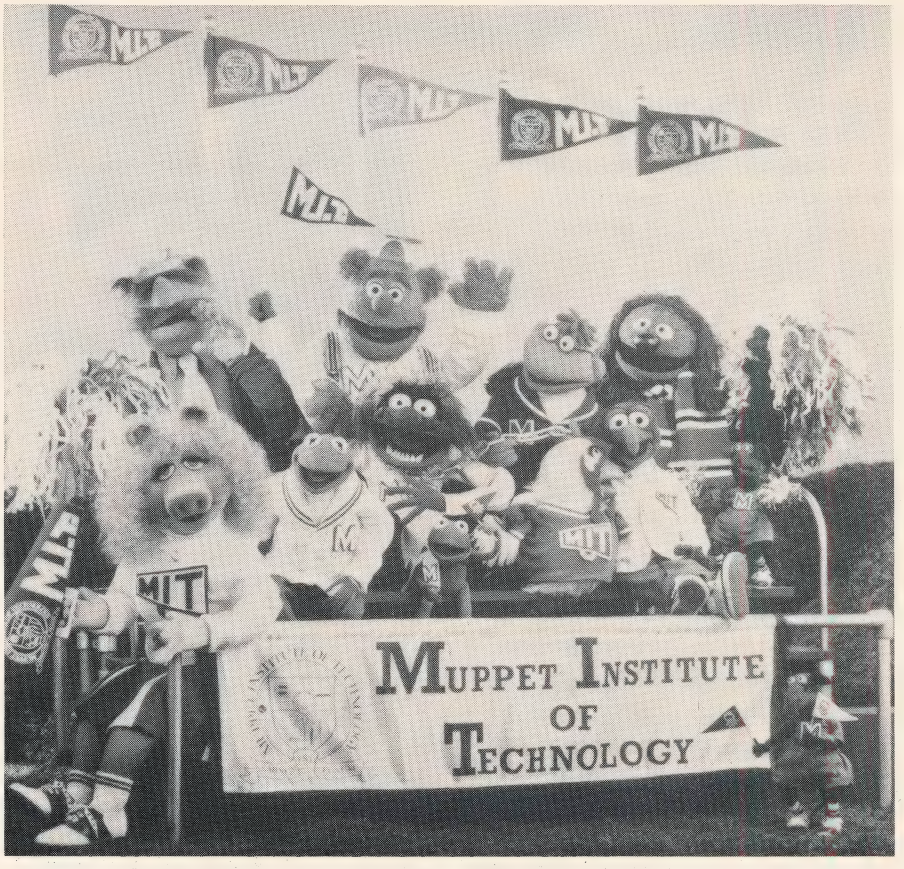
Mail To: Screen Play Software, Box 1095 - Airport Road, Minden, NV 89423
To receive your rebate send dated sales receipt with the UPC Code for each game purchased.
Check the games above which you have purchased. Limited to two games per coupon.

Consumer SOFTWARE News ***Offer Expires September 30, 1985***

The Muppet Institute of Technology

KERMIT'S ELECTRONIC STORYMAKER and THE GREAT GONZO IN WORDRIDER are the first releases in a series of educational software programs being developed and marketed under the Muppet Institute of Technology banner by Simon & Schuster's Electronic Publishing Group. The programs are designed to stimulate and reinforce reading, writing, grammar, word-meaning and story construction while encouraging a child's innate imagination. As expected, the programs are full of the marvelous personalities of all the Muppet characters.

The educational philosophy behind The Muppet Institute of Technology is simply to follow children's natural approach to learning — playful, lighthearted and fun. In order to achieve this, Simon & Schuster teamed the efforts of Henson Associates, creators of the Muppets; Christopher Cerf; and Joyce Hakansson Associates, one of the foremost educational software design groups. The results are amazingly dynamic innovative educational software programs. The graphics are dazzling, the animation superb and the program play limitless.



KERMIT'S ELECTRONIC STORYMAKER
For Ages 4+

The Muppet charaters act out sentences created by the child. The program in constructed with a variety of grammatically correct sentence structures, all a child has to do is fill in the blanks. With a push of a button, a kid can change the subject, action or place and can immediately see the corresponding changes in the animation.

Sentences can get pretty wild, especially since sentences like, "Miss Piggy flew in the soup while Kermit watched," are possible. Kids will be able to create absurd sentences, but they will never be able to create grammatically incorrect ones.

After sentences have been written, kids can move the characters around the screen. The program is accompanied by music, providing a different melody for each location. Kids can flip back and forth between screens/pages either simply to reread them or to make changes. They will also be able to save their stories, complete with title page and author credit for future reading. Even kids who can't read yet will be able to make illustrated understandable stories. Of course, children who can already read will have more control over the imaginative stories they create. The program encourages parent and child to play and learn together. Creating hilarious stories and watching the images change instantly on-screen will be an amusing and rewarding experience for both parent and child. The beautiful four color documentation contains a picture dictionary of scenes from KERMIT'S ELECTRONIC STORYMAKER, as well as the history of the Muppet Institute and detailed operating instructions.

THE GREAT GONZO IN WORDRIDER
For Ages 5+

Children help the Great Gonzo rescue his love, Camilla the Chicken, from the Swedish Chef. This strategy adventure e helps children develop their reading, vocabulary and word-usage skills. The object of the program is for children to combine adjectives and nouns, creating vehicles that help Gonzo rescue his beloved bird.

Each time Gonzo encounters an obstacle on his course, the child must build a vehicle in which Gonzo can travel. Children will take Gonzo through "Yellow Yolk Park" and "Chickago" while creating "bouncing hole makers" or "flying egg catchers" for him to ride. The more appropriate the word combination (the vehicle) the child selects, the easier Gonzo's voyage will be.

The Muppet Institute of Technology programs are sold in Simon & Schuster's award-winning spiral bound browseable package, and come complete with four-color documentation. The disk is enclosed in a pilferage-proof vinyl sleeve in the back of the book. The programs carry a suggested retail price of $39.95 and are available for Apple II and Commodore 64 computers at computer specialty and consumer electronics stores, mass merchandisers and book, toy and video outlets nationwide.

CIRCLE NUMBER 128

The Learning Express

First-time Atari 600XL and 800XL Commodore 64, VIC-20, and TI 99/4A users can quickly develop valuable "hands-on" skills with the help of LEARNING EXPRESS, a new tutorial from Fliptrack Learning Systems. The new learn-by-doing program consists of two spoken voice cassettes, which require no computer hookup, and one program data cassette. Step by step, the conversational tutorial teaches the user how to change onscreen color and graphics, use the sound synthesizer, and perform calculations. The program also teaches BASIC programming, including writing, editing, listing, running, and saving programs.

"The audiocassette format allows users to learn 'hands-on' at their own pace and at their own convenience," explains Lee McFadden, Fliptrack President. "LEARNING EXPRESS courses can be used over and over again to train the entire family, with each receiving the personal attention of the private tutor on the tape."

Users of program recorders can learn to use read-to-run programs as well as to load, run, and store their own programs on cassette tape. LEARNING EXPRESS also teaches disk drive or printer owners how to use keyboard commands to save, copy scratch, load, rename, and print files.

The company's unique, patented Flip-Track cassette format provides branching opportunities to meet individual learning needs. A flip of the tape at various stages of a lesson allows the learner to pursue optional special interest topics and hear instructions for equipment variations. Simple instructions return the learner to the previous position on the front side of the tape, and the lesson continues.

Priced at only $29.95, the LEARNING EXPRESS course offers complete, authoritative instruction along with a fully indexed Quick Reference Guide. The course is available for the Atari 600XL and 800XL, the Commodore 64, the VIC-20, and the TI 99/4A.

CIRCLE NUMBER 129

Young Director at Work

SHOW DIRECTOR is Mindscape's unique software program that lets children write a script and then transfer their words into action. It is available for Commodore 64 computers.

The young (8- to 12-year old) director uses a simple word processor to write a script and then combines backgrounds, animated characters, music and sound effects to illustrate the story. Children can choose from pre-drawn backgrounds or create their own. Forty characters are provided.

SHOW DIRECTOR encourages creative writing, develops computer literacy and helps promote imaginative thinking. All of this results from an activity that offers countless hours of fun and enjoyment.

Suggested retail price is $39.95. SHOW DIRECTOR comes with a 90-day warranty.

CIRCLE NUMBER 130

Mess Free, Scentless, and Totally Explosive

CHEM LAB is a science game that puts young chemists ages 9-13 in command of a computerized chemistry laboratory. The program contains fifty problems of varying degrees of difficulty that are solved through chemical experimentation. The experiments take kids from being mere Lab Assistants to Nobel Prize Winners.

With each experiment pre-teens will mix, heat and combine chemicals on screen in order to solve complex and amusing science problems. The computer lab comes equipped with two robot arms for handling chemicals and equipment, five different pieces of lab equipment plus three Bunsen burners and separate dispensers for gases, liquids and solids. The fifty experiments that are included involve thousands of possible chemical combinations. Six chemicals are available at a time, and more chemicals can be made by combining them.

"Most kids are introduced to chemistry in a very stiff academic environment that makes the complexity of the subject confusing rather than intriguing. CHEM LAB is a great way for kids to approach chemistry, the program is fun and there's absolutely no way to make a 'mistake,'" said Frank E. Schwartz, president of the Electronic Publishing Group.

The program was developed in conjunction with a professional chemist, guaranteeing that all the experiments are "true-to-life." CHEM LAB uses real chemical properties and simulates actual chemical reactions including EXPLOSIONS. If a chemical combination causes a reaction, the corresponding animation occurs — whether it's melting or glowing. And, an on-screen message indicates what has been created.

Young chemists are successfully guided through each experiment with the assistance of help functions and on-screen messages. Now, science enthusiasts will be able to perform experiments that were previously impossible with ordinary home chemistry sets. CHEM LAB is mess free, scentless and completely safe.

CHEM LAB is available for the Commodore 64, IBM PC and Apple II series of computers. The program carries a suggested retail price of $39.95 and will be available at computer specialty and consumer electronics stores, mass merchandisers and book, toy and video outlets nationwide.

CIRCLE NUMBER 131

Learning Software Adds Disk Line Along With New Titles

Fisher-Price Learning Software is expanding its line of children's educational software to include Apple and Commodore disk products along with two new titles.

Kicking off the introduction of Fisher-Price disk products are new versions of four cartridge-based best-sellers — ALPHA BUILD, UP & ADD 'EM, LOGIC LEVELS, and SEA SPELLER. All are being released on disk for the Commodore 64 and the Apple II series in February.

A new entry in the Fisher-Price line, MOVIE CREATOR will be available on disk for the Commodore 64. Completing the lineup, Fisher-Price Learning Software is introducing a second new game, SONG MAKER, on cartridge for the Commodore 64.

In ALPHA BUILD, children from 4 to 8 develop letter- and word-recognition skills through eight different levels of difficulty. UP & ADD 'EM helps children from 3 to 7 learn basic counting, addition, and subtraction. LOGIC LEVELS encourages logical thinking and helps children from 7 to 12 learn to predict the outcome of a series of actions. SEA SPELLER helps children from 7 to 12 develop word-recognition and spelling skills.

ALPHA BUILD, UP & ADD 'EM, LOGIC LEVELS, and SEA SPELLER are available now on cartridge for the Commodore 64, and are now available at $19.95 for the Commodore 64 and at $21.95 for the Apple II series.

MOVIE CREATOR teaches children to create colorful, fully animated movies, complete with a music sound track and a script. Working with over twenty-five objects, people, and animals, children learn to combine and balance a variety of elements. Through careful planning and sequencing of scenes, children can produce movies of up to sixty seconds long. Designed for children from 6 to 10, MOVIE CREATOR is available at $19.95 for the Commodore 64.

SONG MAKER lets children play and modify fifteen traditional songs or create their own fun musical compositions. With the choice of playing note by note, or having the songs played by animated animals, each with its own voice, the game introduces children to the concept of musical pitch through both auditory and visual cues. SONG MAKER will be available on cartridge for the Commodore 64 at $19.95.

All Fisher-Price Learning Software games require a joystick.

CIRCLE NUMBER 132

From Math to Presidents — Spinnaker Introduces New Software

With the introduction of three new products and three new versions of popular titles, Spinnaker is expanding its line of educational software offerings.

One of the new Spinnaker games, MATH BUSTERS, helps develop the player's ability to use the four arithmetic processes — addition, subtraction, multiplication, and division — within the framework of a fast-paced action-adventure game. Designed for ages 8 to 14, MATH BUSTERS is available now on disk for Atari and Commodore 64 computers. Suggested retail price is $26.95.

COUNTING PARADE, another new Spinnaker product, teaches children from 3 to 6 to identify numerals and number values by involving them in a colorful parade of animals. COUNTING PARADE is available now for the Apple II series and Commodore 64. Suggested retail price is $29.95 for the Apple II series and $26.95 for the Commodore 64.

A combination of three entertaining learning games, EARLY LEARNING FRIENDS helps children from 3 to 6 develop fundamental learning skills — pattern recognition; shape, color and size identification; routing; planning; part-whole relationships; and problem-solving. These learning skills are critical to the development of strong letter- and number-recognition skills. Available now on disk for the Commodore 64, EARLY LEARNING FRIENDS retails for $26.95.

Among products being introduced in new versions, Spinnaker announces the introduction of ROCK 'N' RHYTHM for the Atari. Available since last October for the Commodore 64, ROCK 'N' RHYTHM puts the player in control of a simulated recording studio. The program helps users to develop a sense of rhythm, tempo, and melody while composing, recording, and playing original music. Designed for ages 10 to adult, ROCK 'N' RHYTHM retails now on both computers for $26.95.

Another new version, SUM DUCKS for the Commodore 64 lets players take the next developmental step up from COUNTING PARADE, teaching addition and subtraction with the aid of a highly animated action game. Available for the Apple II series since October, SUM DUCKS also includes a second game on the same disk — PRIME DUCKS — which teaches players the fundamentals of multiplication and factoring. SUM DUCKS, designed for children from 6 to 10, retails at $29.95 for the Apple II series and $26.95 for the Commodore 64.

PRESIDENT'S CHOICE uses real data from the US economy and electoral processes to teach players how our economic and political systems interrelate. Taking the role of a newly elected President, the player's task is to successfully manage the economy for four years to win re-election. PRESIDENT'S CHOICE is available for the IBM PC/PCjr, Apple II series and the Commodore 64.

CIRCLE NUMBER 133

IT PAYS TO BUY

Datasoft®

Purchase any of the following DATASOFT products between April 1, 1985 and August 31, 1985 and receive a $5 rebate.

- **Pac-Man®**
- **Mr. Do!™**
- **Bruce Lee™**
- **Conan™**
- **Zaxxon™**
- **Pole Position™**
- **Dig Dug™**
- **The Dallas Quest™**
- **Letter Wizard™**

Send your original dated cash register receipt, the game screen from the back of the package (Proof of Purchase tab from Letter Wizard), and this coupon to:

It Pays to Buy Datasoft
P.O. Box PM-781
El Paso, TX 79966

Envelope must be postmarked no later than September 30, 1985. Allow 6 to 8 weeks for delivery. Offer void where prohibited, taxed or otherwise restricted. Datasoft is not responsible for lost, delayed or misdirected mail.

No rain checks or other price/product guarantees made by retailers will be honored.

This offer is exclusive and no other promotion offers made by Datasoft will apply to this game purchase.

Datasoft reserves the right to change the terms and rules of this offer without notice.

DATASOFT REBATE

I am enclosing proof of purchase from _____
(Name of Game)

(Limit one game per coupon)

PLEASE SEND MY $5 REBATE TO: (please print)

Name _____

Address _____

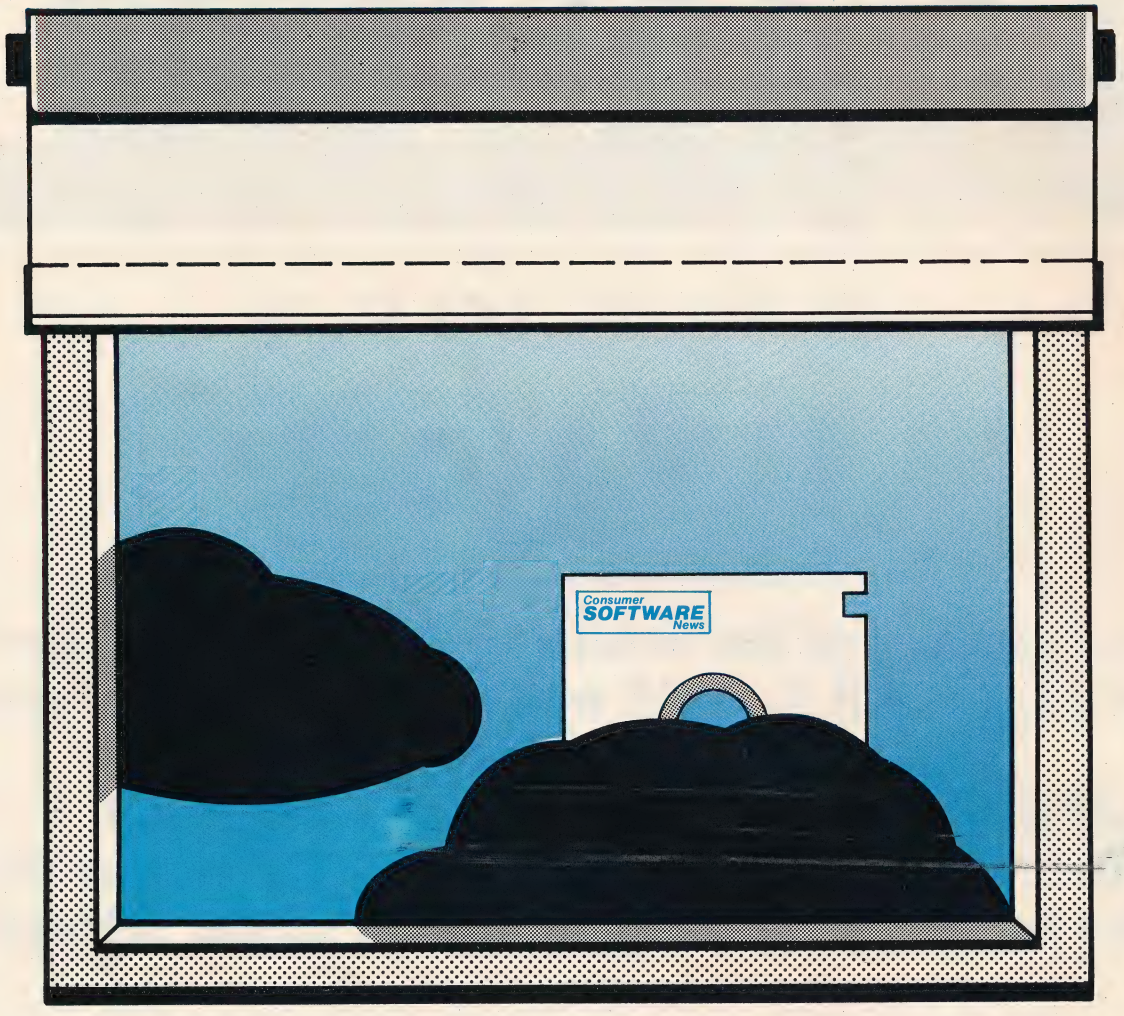
City _____ State _____ Zip _____

Consumer SOFTWARE News ***Expires September 30, 1985***

Pac Man is a trademark of Bally Midway Mfg. Co. for North, Central and South America; trademark of Namco Ltd. throughout the rest of the world.
Pole Position and Dig Dug are trademarks of Namco-America, Inc.
Mr. Do is a trademark of Universal U.S.A., Inc.
Bruce Lee is a trademark of Linda Lee.
Conan is a trademark of Conan Properties, Inc.
Zaxxon is a trademark of Sega Enterprises, Inc.
The Dallas Quest is a trademark of Lorimar Productions, Inc.
Letter Wizard is a trademark of Datasoft, Inc.

© 1985 Datasoft, Inc. All rights reserved.

WAKE UP . . .



To the latest in Software Technology with *Consumer SOFTWARE News*

Receive 12 issues of *Consumer SOFTWARE News* for just $12.95. That's a 44% savings off the Newsstand price.

Name _____ Title _____

Company _____

Address _____

City _____ State ____ Zip _____ Phone _____

Send check or money order to:
International Publishing Inc./600 1st Avenue, Suite 224/Seattle, WA 98104
Allow 6 to 8 weeks for delivery

☐ **$12.95 for 1 year** ☐ **$24 for two years** *(Add $5 per year outside the U.S.)*

THE "JUST WHAT YOU NEED" MODEM IS JUST $299.

Finally there's a 300/1200 baud modem—the Volksmodem 12—with just what you need to get the most out of your personal computer.

THE FEATURES YOU NEED.

AutoDial/AutoAnswer, Bell 103 and 212A compatibility, control from any Hayes compatible program, full/half duplex, tone and pulse dialing, dial tone detect, busy detection, extra telephone jack.

THE RELIABILITY YOU NEED.

We've built over 300,000 modems, and each one is 100% tested on our computerized, dedicated tester.

We build them right, that's why we can offer the industry's first 5 year warranty.

THE VALUE YOU NEED.

Only $299, suggested retail, including our 5 year warranty at no extra cost to you.

NOW WHY IN THE WORLD WOULD ANYONE PAY MORE?

Visit your local computer dealer and see for yourself that the Volksmodem 12 is exactly what you need! Anchor Automation, Inc. 6913 Valjean Avenue, Van Nuys, CA 91406. (818) 997-7758.

ANCHOR AUTOMATION
A Leader in Modem Technology

SAVE $5 ON REMEMBER!™

. . .The most useful and versatile study tool you can own!!

Remember! is an easy to use, yet powerful tool to help students of all ages study and remember facts, lists, sequences and relationships. It's so versatile, you can use it to study virtually any subject — foreign language vocabulary, chemistry equations, speeches, history, medical terminology and much, much more.

With Remember!, you can study your material in various ways, including question-to-answer, answer-to-question, multiple choice and other formats. Plus, you can add your own written, musical or pictorial hints to help you remember. You can even print out your lessons for those times when you need to study away from your computer.

SAVE $5 CSN-1 SAVE $5 SAVE $5

SAVE $5

To receive your $5 savings on Remember!, just follow these simple steps:

(1) Buy Remember! at a local store and save your store receipt.
(2) Complete the owner registration card in the Remember! package.
(3) Complete your name and address below.
(4) Attach this coupon and your ***original***, ***dated*** store receipt to your owner registration card and mail to:

Remember! Promotion
DesignWare,® Inc.
185 Berry Street
San Francisco, CA 94107

OR

(1) Order Remember! directly from DesignWare by filling out the order form inside the product catalog.
(2) Complete your name and address below.
(3) Attach this coupon to your order form (Make sure you subtract your $5 savings from your total!!) and mail to:

Direct Marketing Department
DesignWare, Inc.
185 Berry Street
San Francisco, CA 94107

☐ YES, I bought Remember!. Please send me a check for $5.

☐ YES, I am ordering Remember! on the attached order form, and I have deducted my $5 savings from the total.

NAME .....

STREET ADDRESS .....

CITY ..... STATE ..... ZIP .....

SAVE $5

LIMIT: Allow 6-8 weeks for delivery. One coupon per product purchased. This coupon may not be reproduced and must accompany order or refund request. Offer valid in USA only. Offer void where prohibited, taxed or restricted by law. Offer expires September 30, 1985

SAVE $5

ENTERTAINMENT

New Software, Old Books

Windham Classics — a line of interactive fiction designed for the whole family — has added two new titles to its line, and has introduced new versions of two games already on the market. Designed for players from 10 to adult, Windham Classics brings well-known literary classics to life by letting the player take the role of the main character.

TREASURE ISLAND, based on the literary classic by Robert Louis Stevenson, is the first of the new introductions. In it, the player assumes the role of young Jim Hawkins, whose goal is to outwit Long John Silver and win the climactic battle for gold on Treasure Island. TREASURE ISLAND is available on disk for the Commodore 64, the Apple II series, and the IBM PC/PCjr.

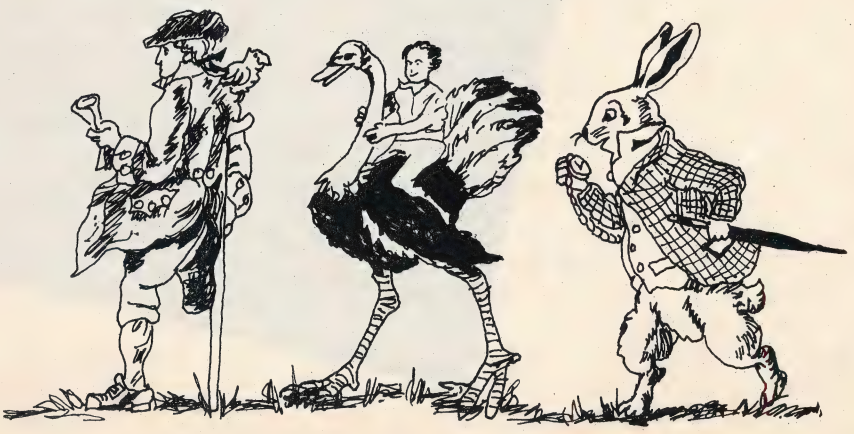
The second introduction, ALICE IN WONDERLAND, is based on Lewis Carroll's classics, *Alice in Wonderland* and *Through the Looking Glass.* As Alice, the player encounters characters as intriguing as the March Hare, the Mad Hatter, the Queen of Hearts, the Jabberwock, and the Cheshire Cat, trying to escape the whimsical Wonderland before it disappears. ALICE IN WONDERLAND is also available for the Commodore 64, the Apple II series and the IBM PC/PCjr.

SWISS FAMILY ROBINSON is now available for the Commodore 64 and the Apple II family of computers. In this interactive adventure, the player takes the role of Fritz, whose goal is to keep his shipwrecked family alive by responding to the island's challenges with creativity, common sense, and resourcefulness.

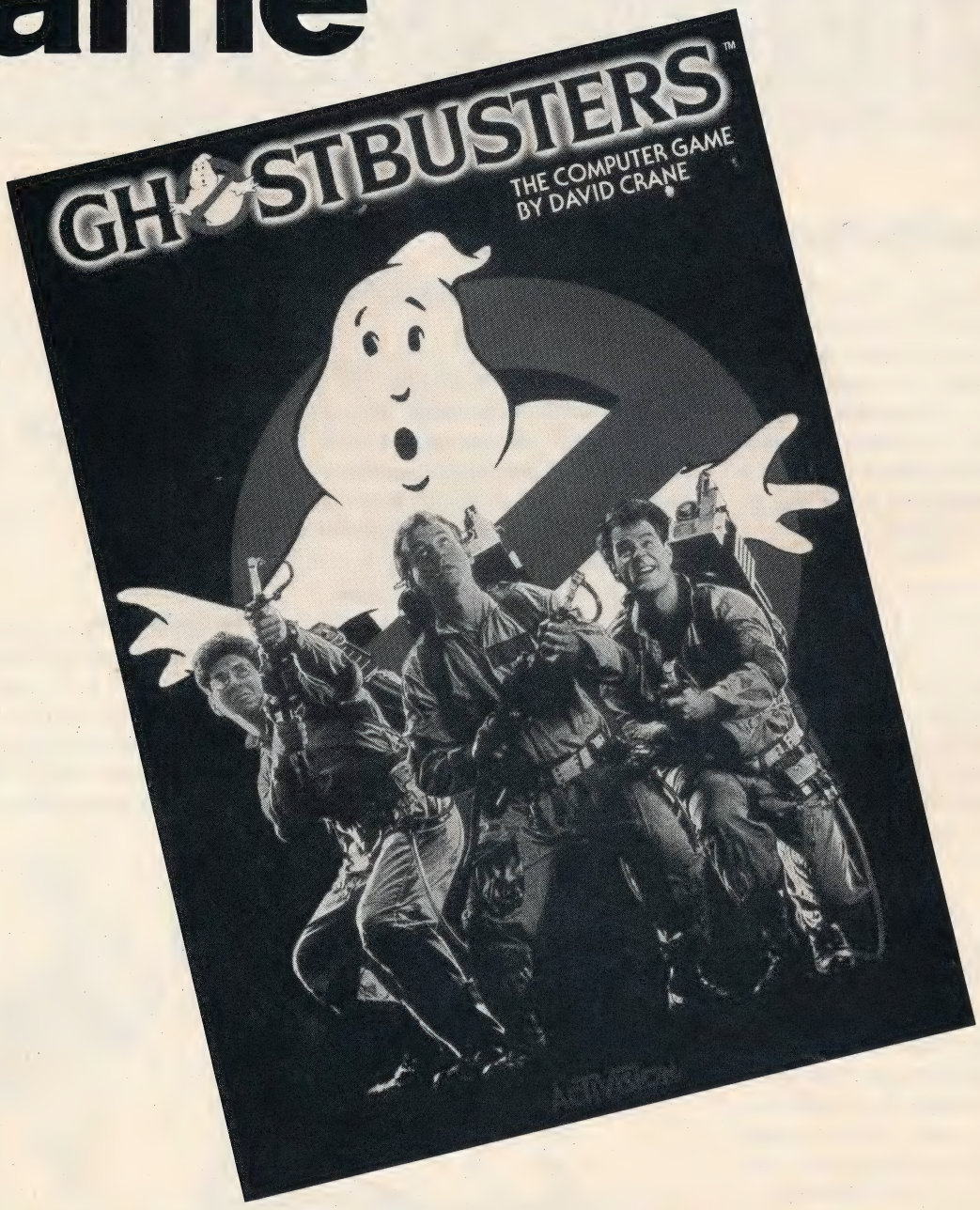
In BELOW THE ROOT, based on Zilpha Snyder's award-winning *Green Sky Trilogy,* the player chooses among five characters, then sets off on a quest to discover the secret of Green Sky, exploring its vast tree world and its maze of mysterious tunnels that lie below the root. Available for the Apple II series, the Commodore 64, and the IBM PC/PCjr.

Suggested retail price for all Windham Classics games is $26.95.

CIRCLE NUMBER 134



Ghostbusters, The Computer Game



"A game has to be more than a movie," says the award-winning designer David Crane, who created and directed the design of GHOSTBUSTERS. "We pulled out all the stops to make this a game based on a movie, not a story that resembles a game."

This original computer game, by David Crane, is based on the blockbuster movie of last year. It captures all the visual excitement, music, story and humor of the film, and then adds more: the game play, action and strategy of a compelling adventure.

In GHOSTBUSTERS, THE COMPUTER GAME, the player is a would-be Ghostbuster challenged to start and build a franchise and avert a ghostly disaster of biblical proportions brewing in New York City.

The plot and gameplay of GHOSTBUSTERS are marked by a wealth of creative and technical surprises: multiple screens of New York City landmarks; voice synthesis; a detailed map of the City to help coordinate the citywide battle; specially-equipped "Ectomobiles" that comb the streets of New York; custom equipment to nab the best in graphic ghouls from "slimers" to "roamers" to a giant Marshmallow Man. There is even the hit Ghostbusters theme song.

The title is available on disk for the Commodore 64 home computer, and will soon be available for Apple and Atari home computers.

Promotional support for GHOSTBUSTERS includes television spots on MTV, radio contests in major markets, a four-color in-packed poster for retailers as well as a national print advertising campaign in trade and consumer publications. A four-color full-page ad is appearing in such magazines as *People, Billboard, Rolling Stone,* and *Enter.*

Activision's GHOSTBUSTERS begins with a colorful title screen accompanied by a sing-along version of the movie's theme song. As the music plays the player can follow the words as they appear beneath a bouncing ball.

The player opens play with a $10,000 bankroll to start a franchise. The money must be spent wisely to purchase the right Ectomobile (choice of four) and outfit it with the appropriate equipment. This includes a PK (Psychokinetic) Energy Detector, an Image Intensifier, a Marshmallow Sensor, a Ghost Vacuum, Ghost Traps and Bait, and even a Portable Laser Confinement System.

Next, a map of the city appears, with Zuul's horrible temple in the center and Ghostbusters Headquarters (GHQ) at the bottom. Red flashing buildings indicate the presence of nasty "Slimers." Other ghosts, called "Roamers," slink across the city on their way to Zuul. The player must plot a course to the disturbances while stopping and capturing Roamers (by crossing their path). When the vehicle arrives at the flashing building, a push of the joystick button brings up a "travel" screen; the player then steers his Ectomobile through the city streets, vacuuming up Roamers with another push of the button.

Scary? The fun's only beginning. At the site of the paranormal activity is a hovering blob of ectoplasm: yes, a Slimer. The player — directing a pair of Ghostbusters — must deposit a trap, power on the pair's negative ionizer backpacks, and use the streams (WITHOUT CROSSING THEM!) to maneuver the Slimer over the trap.

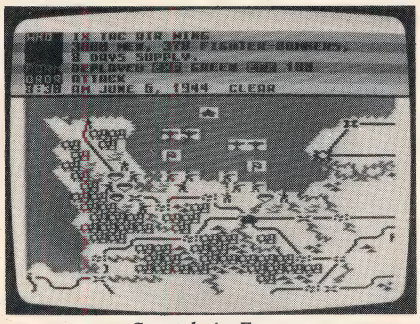
A well-timed push of the button activates the trap and pulls the ghoul in. A miss gets you slimed. Every trapped Slimer earns money for the franchise; every missed Slimer adds 300 dangerous points to the City PK Energy level.

By the way. . . beware the random appearance of the dreaded Stay-Puft Man. When a MARSHMALLOW ALERT flashes on the bottom of the screen, the Roamers will quickly run to a single spot. The player must immediately drop a dollop of ghost bait. . . or else the minions of Zuul will gather to form that well-known monolith of marshmallow monstrosity. He will then stomp the nearest building — the damage cost of which could put the franchise out of business.

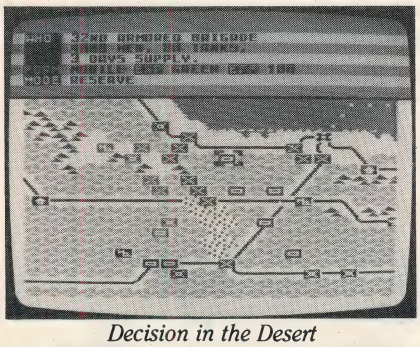
When the Gatekeeper and Keymaster finally join at the Temple of Zuul, the final screen appears. If the player has earned enough credit to continue, he must sneak some Ghostbusters into the entrance of spook central. Unfortunately, it is guarded by the huge, gleeful, leaping Stay-Puft Man. If two men get through his legs, the player has won. . . and earns the right to view the animated finale. The streams are crossed, the portals to the underworld are closed, and the world is safe once again, thanks to the spunk of your Professional Paranormal Investigations and Eliminations franchise.

CIRCLE NUMBER 135

Armies At Your Command



Crusade in Europe



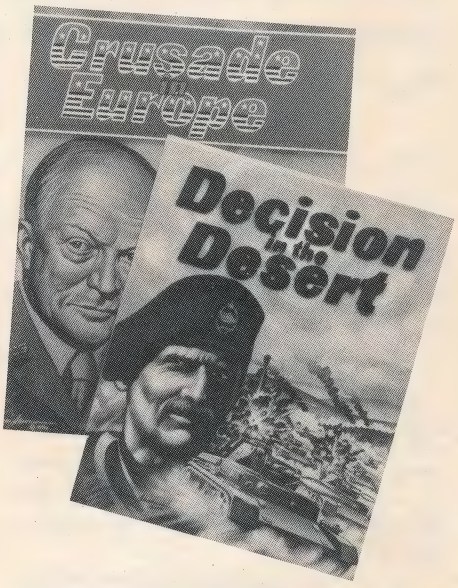
Decision in the Desert

MicroProse Software announces the "Command Series" simulations, the "Next Generation" of computer strategy games for Commodore 64, Atari, and soon, Apple II and IBM computers. Each program recreates a famous battle or campaign, only this time You Are In Charge!! Using simple commands entered via joystick, you direct the armies as they move in simulated real time across a scrolling map. You choose from a variety of historical and "what if" scenarios, and play against another person or against the computer. The outstanding documentation includes brief "quick start" instructions, more detailed rules for advanced play, and extensive historical background and design notes. With their ease of play, real time action, and historical accuracy, "Command Series" simulations set the standard for the next generation of computer strategy games.

CRUSADE IN EUROPE, the first in a series, simulates the American and British struggle against Nazi Germany from the D-Day invasion to the Battle of the Bulge. It includes three short battle scenarios that can be played in an hour and two longer scenarios that take two to four hours. The full campaign game would take a day to play all at once, but since any game can be saved at any point, it can easily be played over several sittings. DECISIONS IN THE DESERT, the second in the series, recreates the tense battle between Field Marshal Erwin Rommel's Afrika Korps and the British 8th Army for control of North Africa. Later releases will include SWORD OF ZION, on the Arab-Israeli Wars, BLITZKRIEG 1940, on the German victories early in the Second World War, and DRIVE ON MOSCOW, covering Hitler's war on Russia.

These outstanding "Command Series" simulations are available from local retailers through MicroProse's network of national distributors for a suggested retail of only $39.95.

CIRCLE NUMBER 136

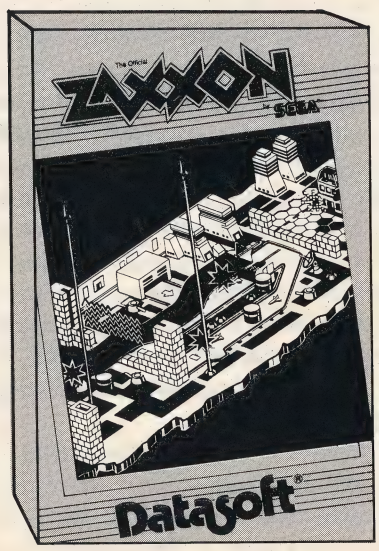


New Improved ZAXXON

A specially enhanced edition of the popular, space-age computer game ZAXXON has been created by Datasoft, Inc. expressly for the new Apple IIc computer, announced Patrick Ketchum, president and chief executive officer of Datasoft, one of the industry's leading third-party software manufacturers.

With unprecedented three-dimensional effects, ZAXXON now offers players double hi-res graphics which enhance game play by providing the clearest picture available, explained John Garcia, Datasoft's vice president of programming, credited with programming the licensed arcade hit.

ZAXXON also has a special feature dubbed the "smart loader." This revolutionary adaptation permits the game to be played on all Apple II series systems.

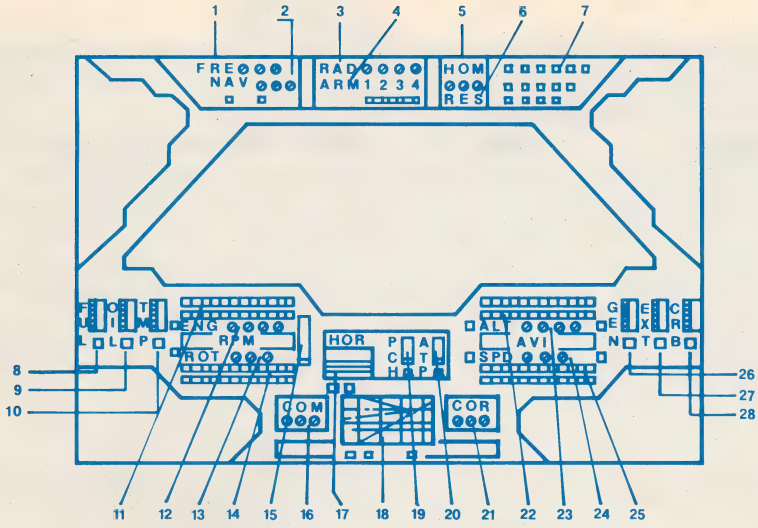


This latest software innovation also utilizes the full memory capacity of the Apple IIc, allowing the player to enjoy completely uninterrupted game play.

Datasoft has built its reputation in software graphics, entertainment and personal productivity products since its inception in 1980. Today the firm boasts more than 60 programs distributed throughout the United States, Canada, Japan, United Kingdom, France, West Germany, Australia and Sweden. Other recent introductions from Datasoft include "The Dallas Quest," based on the popular TV series, "Dallas," and "Bruce Lee," an action/strategy game based on the legendary martial arts hero.

CIRCLE NUMBER 137

Super Huey — Helicopter Flight Simulator



So you think flight simulators are realistic and exciting? You ain't seen "nuthin" yet! Super Huey takes the complex functions of rotary wing aviation and authentically reproduces them through the "magic" of the home computer. Twenty-nine separate instrument controls accurately monitor the condition, attitude and position of the helicopter in flight, and the on-board computer accepts twenty separate operational commands. All the various flight instructions are performed with the joystick control, while the computer keyboard is used to program the on-board computer for additional flight information and navigational instructions. The sound effects and 3-D high resolution graphics portray a sense of realism not found in any other flight simulator. The indepth documentation not only explains the principles of rotary wing aviation but, along with the Flight Instruction Cards, takes you on a basic step by step course of helicopter instruction. But, of course, with COSMI there is more.

Super Huey is not only educational, authentic and realistic, but entertaining and exciting. A sure "hit" for 1985!

Designed by award winning programmer, Paul Norman (Forbidden Forest, Slinky), SUPER HUEY teaches the player all the techniques of rotary wing aviation and then sends the "trainee" on four exciting missions, including Solo Flight, Exploration, Rescue and Combat.

"In order to design the program, says Norman, "I first had to learn all about rotary wing aviation, since helicopters are much more complicated than fixed wing aircraft from a control standpoint. Furthermore, we may even have made some improvements on existing rotary wing control technology," asserts Norman. "The program and sound effects are so realistic," says George Johnson, president of COSMI, "that certain manuevers actually make me dizzy."

SUPER HUEY is available at most major retailers for $19.95 suggested list price.

CIRCLE NUMBER 148

The Computer Coloring Kit

Mindscape introduces COLORME: THE COMPUTER COLORING KIT, a program designed especially for young children. Easy to use COLORME gives children the creative freedom to design their own pictures, coloring books and even stickers on the computer screen and then print them out.

Special COLORME Picture Disks featuring the popular RAINBOW BRITE, HUG-A-BUNCH and SHIRT TALES characters will also be available from Mindscape. These unique picture disks will enable children to color their favorite characters on the computer screen and then print out the actual drawing. Or, children can print the characters in outline form and create their own coloring books.

In addition, Mindscape will offer a COLORME Supply Box to accompany the software. The COLORME Supply Box will include an assortment of buttons and color printing papers, including adhesive-backed paper for making stickers.

"By enabling children to create their own coloring books or color their favorite Rainbow Brite, Hug-A-Bunch or Shirt Tales characters, the program helps to personalize the computer," points out Dick Mentzinger, vice president of sales and marketing for Mindscape. "And what better way is there to provide a positive, fun computer experience, than to let the child interact with the computer to actually create his or her own playthings?"

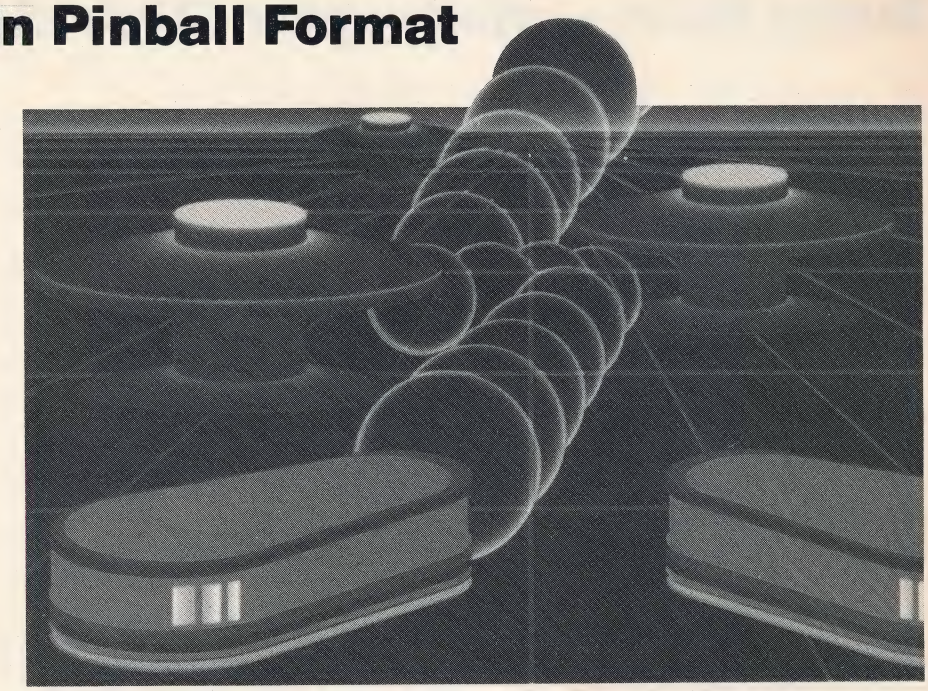
The program is available for Apple and Commodore computers and has a suggested retail price of $29.95. COLORME Picture Disks and the COLORME Supply Box will be available for $9.95 each.

CIRCLE NUMBER 149

WWII Bombing In Pinball Format

NIGHT MISSION PINBALL is the ultimate arcade simulation program. Stunning graphics and dazzling sound effects combined with infinite user variability put the program in a class by itself. Game features include multi-ball and multi-player capabilities, ten different professionally-designed levels of play, and an editor that lets you create your own custom modes.

Winner of Electronic Games magazine's 1983 Arcade Award for best Computer Audio/Visual Effects.



NIGHT MISSION PINBALL recreates the look and sound of a real pinball table down to the finest detail. You even have to insert a quarter (press Q) and press the start button (press S) to begin a new game. The professionally-designed playfield has five bumpers, seven standup targets, nine rollovers, two spinners, and much more. One to four players may compete at a time.

The game's theme is based on a WWII night bombing run. Incredibly realistic sound effects actually place you in the cockpit of a B-17 Flying Fortress over war-torn enemy territory as you maneuver your ball down the bomb release line. Four standup targets control the bonus multiplier. A hole kicker can catch your ball, activating a number of bonus features before ejecting the ball back into play. The game allows you to keep up to four balls in play simultaneously.

NIGHT MISSION PINBALL offers ten user-selectable modes of play from hard to easy. Or you can create and save your own custom game modes. Forty parameters control the characteristics of the pinball game. Each parameter is completely user-adjustable.

NIGHT MISSION PINBALL is available from most computer stores for the Apple series, Atari, IBM-PC and XT, and the Commodore 64. Priced from $29.95 to $34.95.

CIRCLE NUMBER 138

Bruce Lee Enters Home Computer Arena

Ever imagine what it would be like to own the fatal fists and lightning reflexes of the famed Bruce Lee?

Thanks to Datasoft Inc., one of the home computer industry's leading and most innovative third-party software manufacturers, the power and cunning of the martial arts legend has been translated into a new action/strategy game for Atari systems, through a character licensing agreement with Zvi International.

Computer game enthusiasts will be challenged by the new Bruce Lee game, which features dazzling graphics and intricate game play, with 20 secret chambers to be explored and conquered.

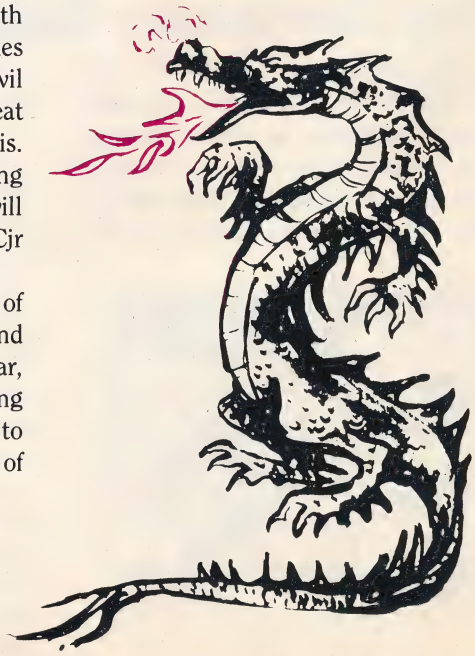
The player, as Bruce Lee, must summon all his or her combative and strategic prowess to penetrate each chamber within the menacing fortress of the Evil Wizard and to capture a hidden treasure.

Many dangers await Bruce Lee as he journeys through the fortress chambers, including the deadly Ninja and his arsenal of weapons, the massive Yamo with his stunning blows and the lethal flames which leap from the eyes of the Evil Wizard. To win, Bruce Lee must defeat them all and infinite treasure will be his.

Suggested retail price for this exciting new game is $34.95 and the program will soon be available on Apple, IBM PC/PCjr and Commodore 64 systems.

Datasoft is a leading manufacturer of entertainment, home management and educational software. It licenses popular, high quality arcade classics including Zaxxon and Moon Shuttle in addition to producing Gentry, a complete line of economically priced software.

CIRCLE NUMBER 139



Challenge the Computer's Word Bank

Perplexx

Hayden Software has announced the addition of PERPLEXX to its "Hayden Classics" series of entertainment software. Joining the firm's computer versions of board games like chess and *Othello,* and word games like *Boggle,* PERPLEXX is described as a *Scrabble*-like word game.

To play PERPLEXX, you compete against LEXX, the program's 90,000-word lexicon, to build words on a grid which will intersect either horizontally or vertically with words already located on the screen's board. PERPLEXX features a complete line of user-defined options ranging from eight difficulty levels to the ability to change the point values for letters. According to Kathy Donovan, Entertainment Product Manager at Hayden, "The vast number of changeable features, coupled with the 90,000-word lexicon make PERPLEXX a uniquely challenging word game."

PERPLEXX is a strategy game which was designed as a companion for Hayden's current classics like SARGON III and WORD CHALLENGE. In fact, LEXX, the Word Wizard for Word Challenge, returns as the central character and computer opponent in PERPLEXX.

PERPLEXX will be available for the Macintosh, Apple IIe/IIc, Commodore 64, and IBM PC/PCjr. The program will carry a suggested retail price of $39.95.

Word Challenge II

In a related announcement, WORD CHALLENGE, Hayden's best-selling *Boggle*-like word game, has been converted for use on the Apple Macintosh system. Called WORD CHALLENGE II, the program makes full use of the Macintosh's innovative operating features. "For those players whose typing skills aren't up to par, WORD CHALLENGE II lets you enter letters with just a sweep and click of the mouse," commented Donovan. "And the Mac's special pulldown menus make WORD CHALLENGE II's extensive array of playing options easily accessible on the screen." Like WORD CHALLENGE, WORD CHALLENGE II features a variety of grid sizes, 26 different playing levels, five scoring methods, and an assortment of other choices developed to make the game enjoyable for players of all ages and skill levels. WORD CHALLENGE II lists for $39.95 retail and is available now.

Sargon III

SARGON III, Hayden Software's most popular, best-selling entertainment offering, has been converted for those chess players who own the Data General/One or Hewlett-Packard's HP-150 system.

The Data General version of SARGON III is similar to the game now available for the IBM PC, with differences highlighted in the documentation. Among them, Data General/One users can choose from two different graphics displays on the portable LCD monitor, and they can also save games on the 3½ inch SARGON III disk.

The SARGON III documentation for Hewlett-Packard's HP-150 has been totally revised to reflect the special features available on the HP system. Users of the HP-150 will be able to select options via the menu, and they can make moves with the touch screen, instead of using the keyboard.

The Data General/One and Hewlett-Packard HP-150 versions of SARGON III are available now, at a list price of $49.95. Sales of SARGON III on the HP-150 will be handled entirely by Hewlett-Packard, and ordering inquiries should be directed to them.

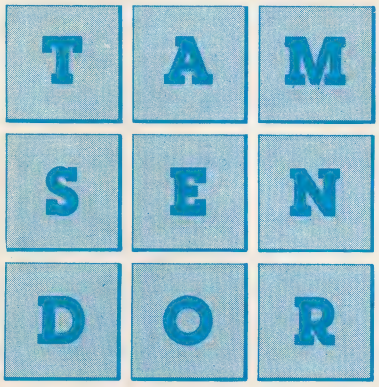
Game List	
1. e2-e4	g7-g6
2. d2-d4	f8-g7
3. d4-d5	c7-c6
4. d5-c6	b8-c6
5. b1-c3	c6-e5
6. g1-f3	e5-c6
7. f3-d4	

CIRCLE NUMBER 150

Puzzle Answers

Here's what LEX found.
Can you do better?

tern	saner	sepou	manes
tenor	sane	nope	maned
ten	same	nod	mane
teas	rose	nets	man
team	roes	net	etas
tea	roe	nest	eta
tan	rods	neat	eon
tames	rode	names	eats
tamer	rod	named	eat
tamed	rest	name	east
tame	reds	met	dose
tam	redo	meson	dos
stern	red	mesa	done
stem	reason	men	donates
steam	ream	meats	donate
stamen	ornate	meat	don
sore	ores	mean	does
son	ore	mats	doer
sod	ones	mates	doe
set	one	mated	den
senor	odes	mate	dean
seat	ode	mat	ate
seam	peso u	master	astern
sea	nose	mast	aster
sated	nos	masoned	anodes
sate	nor	mason	anode
sat	spou	maser	amen
		manor	aeon



HOW MANY WORDS CAN YOU FIND IN THIS WORD CHALLENGE GRID?

"Edutainment" Games

These Weekly Reader Family Software games are designed to educate, as well as entertain their participants. Avoiding empty entertainment, these period computer games use sophisticated graphics for authentic representations of historical periods, providing the players with a sense of the era.

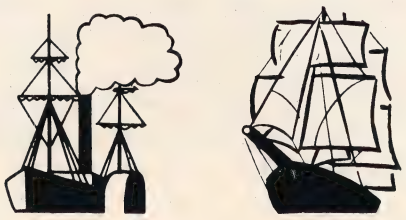
For example, Old Ironsides based on the famous battle between the U.S. Constitution and the Guerrier. Chivalry combines a computer game with a board game to create 20 different animated contests of the middle ages — including jousting.

OLD IRONSIDES

Blow 'em to smithereens! You're at the helm of the awesome warship. Your arch enemy is armed to the teeth with firepower. Any miscalculation in strategy and you could be blasted out of the water. Use powder magazines and cannons to pummel your opponent...and use the wind to your advantage. But, watch out for broadsides and ramming! Beautiful graphics recreate true sailing experiences. Freeze frame feature stops and starts the action at any point. Get a disk, full-color poster, 32-page Log Book, and vinyl binder. Ages 8 to 99. By Richard Hefter and Jack Rice. Available for the Apple computer.

CHIVALRY

More than a computer game...more than a boardgame! Chivalry combines the best of both in this action-packed adventure for 1 to 4 players. Perfect for the whole family, Chivalry features 20 different animated computer games — including jousting, tournaments, contests and more — in a race to rescue the king from the clutches of the evil Black Knight in his castle. Get a disk, plus an illustrated 18" x 18" sturdy gameboard, 4 playing pieces, full-color poster, instructions and strategy hints, in a colorful vinyl binder. For ages 8 to 99. By Richard Hefter and Janie & Steve Worthington. Available for the Apple computer.



CIRCLE NUMBER 151

Create Your Own Greeting Card

Broderbund Software is releasing the Atari computer version of their current best seller, THE PRINT SHOP. The program was first released for the Apple II family of computers and quickly rose to the top of many home software charts.

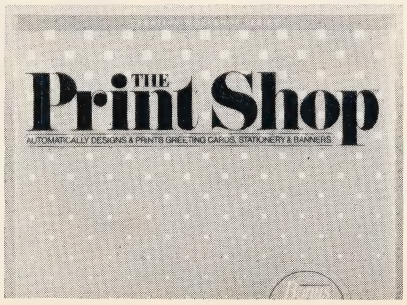
THE PRINT SHOP enables you to write, design, and print your own greeting cards, stationary, letterhead, signs and even banners. Designed to be easy and fun, the program doesn't require talent or special knowledge of computer graphics.

THE PRINT SHOP will produce, with one pass through your printer, a greeting card that has both an inside and outside message. You even have the opportunity to give yourself credit on the backside. Text-editing features such as automatic centering and left and right justification, make it easy for you to create an attractive card.

THE PRINT SHOP also allows you to produce a custom-designed letterhead complete with a personalized logo. Full-page signs with graphics can be created in a minute. Or print out your text and graphics horizontally to create a banner of unlimited length.

THE PRINT SHOP is menu driven and highly visual. By simply choosing and arranging the various elements of your message, you can produce a finished, original piece in a matter of minutes.

Eight different typestyles are available in multiple sizes and in solid, outline and three-dimensional formats. There are nine border designs, ten abstract patterns, and dozens of pictures and symbols with which to create personalized messages for any purpose or occasion.



A built-in Graphic Editor lets you create original pictures and symbols or modify those already provided. You can also freeze and print designs from 12 kaleidoscopic animations provided.

As an introductory bonus, THE PRINT SHOP comes complete with a colorful assortment of pin-feed paper and matching envelopes. THE PRINT SHOP also includes an illustrated manual and reference card.

The Atari computer version supports many popular printers, including C. Itoh 8510 (Prowriter), NEC 8023A, Citizen MSP15, Legend 880, BMC, Blue Chip M120/10, Mannesmann Tally Spirit 80, Admate DP-100, Star Gemini 10X/15X, Panasonic KX-P1090/1091, Centronics GLP (Axiom SLP), Okidata Microline 92/93, Epson RX-80/MX-80 and 100/FX-80 and 100/JX-80. The suggested retail price is $44.95.

CIRCLE NUMBER 152

The Great International Paper Airplane Construction Kit

Simon and Schuster announced software for the Macintosh, THE GREAT INTERNATIONAL PAPER AIRPLANE CONSTRUCTION KIT. The software package is based on the best selling book which has been the source of contests, films and even doctoral theses. THE CONSTRUCTION KIT marks the official entry of the paper airplane into the computer age.

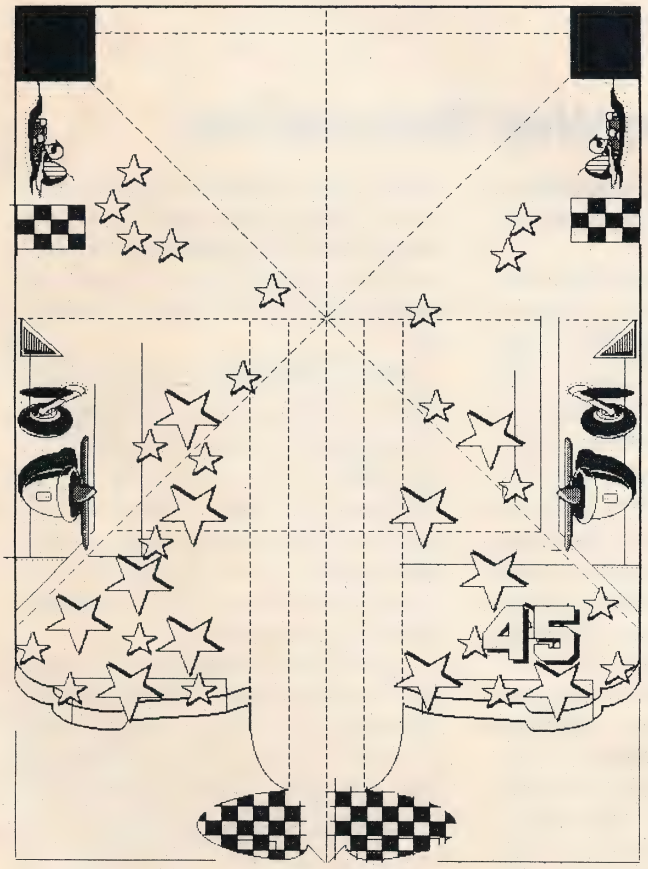
THE GREAT INTERNATIONAL PAPER AIRPLANE CONSTRUCTION KIT is a set of paper airplane templates and a library of airplane graphics designed for the graphic capabilities of the Apple Macintosh computer and Macpaint software. The CONSTRUCTION KIT contains over a dozen full page paper airplane designs that can be embellished on the wings and fuselage with aeronautical art.

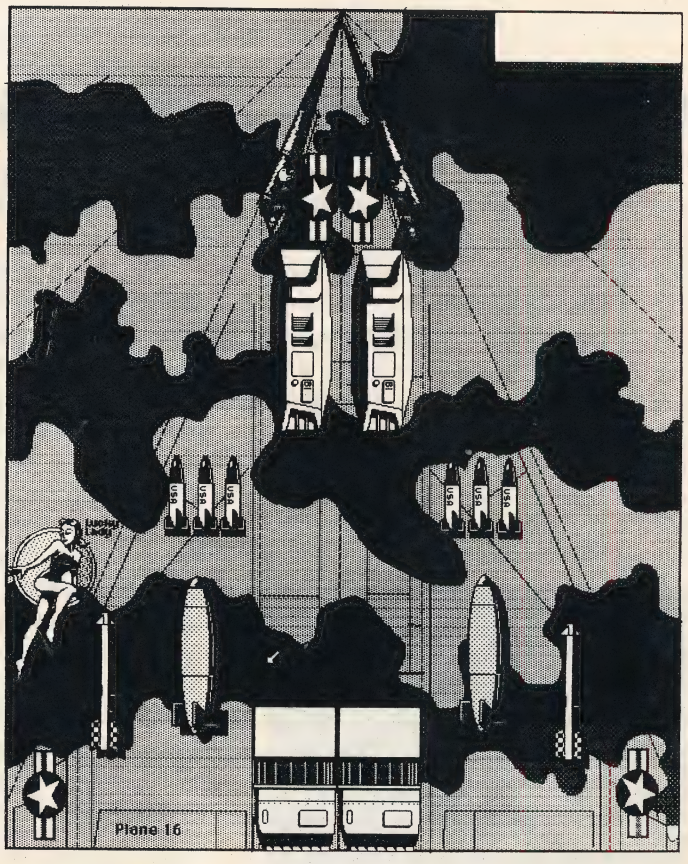
The planes, most of which have been taken directly from the best-selling book, can be customized with a wide variety of insignias. Plus, additional planes have been designed especially for the CONSTRUCTION KIT that have ample space for ornamentation. The library of aviation graphics can be used in conjunction with Macpaint software to furnish planes with insignias, logos, plane graphics, pilots and even stewardesses.

The CONSTRUCTION KIT makes computer aviation easy — simply cut and paste, print, fold and fly. With the Macintosh, Macpaint and the Imagewriter printer, digital aeronautics is a cinch. The step-by-step manual included with the program offers detailed instructions and suggestions for enhancing the basic plane designs, the history of the competition that started them, and hints on how to create original folding designs.

THE GREAT INTERNATIONAL PAPER AIRPLANE CONSTRUCTION KIT carries a suggested retail price of $39.95 and is available for Macintosh computers at computer specialty and consumer electronics stores, mass merchandisers, and book, toy and video outlets nationwide.

CIRCLE NUMBER 140





Airplane Design Samples

This Is A REAL Race!

When COSMI decided to bring an auto racing game to the market, it wasn't just to make "another" racing program. Sure, we decided to use all the best features of preceding products (3-D animation, pitstops, real road conditions, etc.), but it had to be better and different. It had to be a real "race," not just a high speed obstacle course. It had to require real racing "strategy" and "luck." It shouldn't only be a question of speed, but also of outwitting and outsmarting your opponents and being the first to take the "checkered flag." That's what *real* racing is all about! So here's what we decided to do:

1. Make it a NASCAR Super Speedway Grand National Stock Car Race with all the special features of "drafting" and "flat out" racing built in.
2. Get "King" Richard Petty (winner of 200 NASCAR races), and Mike Curb, owner of Richard Petty's Racing Team, Dan Gurney's All American Racers, Grand Prix and "Funny Car" dragsters to endorse the product for added authenticity.

Richard Petty's TALLADEGA

by
Robert T. Bonifacio

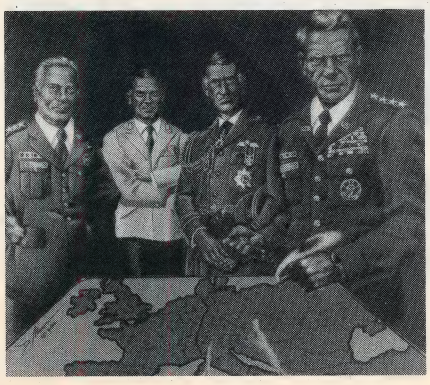
3. Make each of the the other nineteen opposing cars "smart drivers."
4. Incorporate realistic features such as centrifugal force and turbo boost.
5. Allow the player to select different track configurations.
6. Fuel consumption, tire wear, lap speed, current position, next car to pass to gain a position, track condition and race leader are constantly depicted at the top of the screen.
7. The computer keeps track of each car's position on the course and, therefore, when you are making a pit-stop you will note your race position changing as competing cars pass you.

"Real Racing," that's what RICHARD PETTY'S TALLADEGA is all about! Not just another racing game, but a real solid test of racing skill and strategy. As King Richard says, "It's so good, I haven't been able to beat myself yet!" RICHARD PETTY'S TALLADEGA is available at most major retail outlets. Suggested list price is $19.95.

CIRCLE NUMBER 141

Defend Europe in Real-Time War Simulation

NATO COMMANDER for the Commodore 64 is a scrolling, Real-Time simulation that requires Joint Chief's-of-Staff thinking and arcade speed decisions to stop the Soviet Bloc invasion of Europe. You must react to the combat radio, teletype, and news service messages from the battle front, and use your full continent scrolling battle map to deploy, maneuver, and command the battle units, including infantry, armor, helicopters, air forces, and tactical nuclear weapons in real time to stop the ever advancing Warsaw Pact battle units! NATO COMMANDER is great fun and challenge for wargamers and arcaders alike!



NATO COMMANDER simulates events as they might take place in a European conflict, and requires the NATO COMMANDER to analyze continuous radio, teletype and combat communication reports of battlefield conditions, and respond with his own strategy and tactics. The NATO Commander directs Tactical and Strategic Air Power, Multiple Combat units including Armor, Mechanized Infantry and Attack Helicopters. As a last resort, the Commander has at his disposal Tactical Nuclear Weapons.

NATO COMMANDER is a complex single-player simulation in which the game player assumes command of the NATO armies opposing a massive attack by the Warsaw Pact forces. The simulation takes place in accelerated Real-Time, with numerous activities taking place simultaneously, including command entry, unit movement, combat, and battlefield status updates. The simulation requires both sound overall defensive strategy and offensive tactics as the NATO Air Forces provide ground support and the Warsaw Pact attack loses its momentum.

NATO COMMANDER features five command scenarios and four different skill levels. The play time ranges anywhere from fifteen minutes to four hours, and includes a "save game" feature for later play of current scenarios and a demonstration mode where the computer and game player team up to defend against the Warsaw Pact invasion.

Look for this exciting Real-Time strategy simulation game at your local software retailer or you may order direct from MicroProse Software. Now available for Atari 48K Disk or 40K Cassette and Commodore 64 Disk or Cassette. Look for IBM-PC and Apple II availability in the near future. Suggested retail price is $34.95.

CIRCLE NUMBER 142

Telarium SCI-FI In New Versions

Telarium Corp., announces the introduction of Apple Macintosh and IBM PC/PCjr versions of its interactive graphic- and text-based science fiction games.

Four of the brand's five titles were available only on the IBM PC/PCjr — AMAZON, DRAGONWORLD, RENDEZVOUS WITH RAMA and FAHRENHEIT 451. The same four titles are now available for the Apple Macintosh, with additional features including full-text menus, mouse compatibility, and Macintosh-quality graphics.

Telarium adventures incorporate an advanced text parser system with state-of-the-art graphic techniques and original music in their adaptations of well-known science-fiction novels. The games understand a full vocabulary of several hundred common English words, and come complete with a hint book and word list.

DRAGONWORLD, based on the number one fantasy best seller by Byron Preiss and Michael Reaves, puts the player into the role of Amsel of Fandora, a kindly hermit who learns that his old friend, The Last Dragon, has been kidnapped. As he attempts to rescue his friend, Amsel encounters thieves, monsters, beggars, and artists, each adding a new wrinkle to his quest.

RENDEZVOUS WITH RAMA was developed in conjunction with Arthur C. Clarke, author of the novel of the same name. In RENDEZVOUS WITH RAMA, the player assumes the role of the captain of a small scout spaceship that encounters a huge, alien starship. The player's goal is to explore the starship Rama and, if possible, make first contact with an alien intelligence.

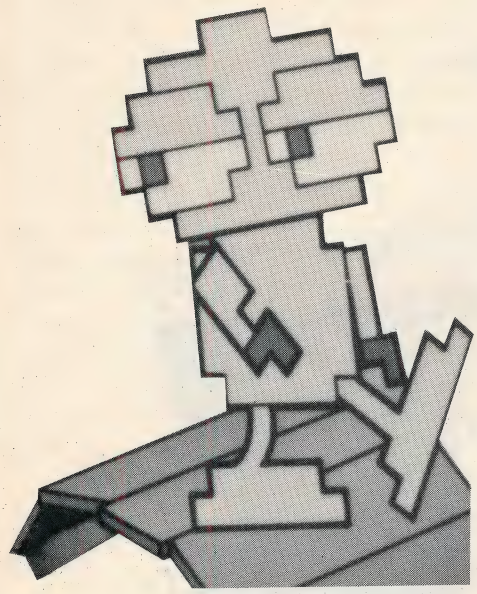
In AMAZON, by Michael Crichton, the best-selling author of *The Andromeda Strain* and *Congo,* the player is an agent for NSRT, a high-tech research firm. The player's assignment is a solo expedition to the Amazon; the goal is to locate the Lost City of Chak and to recover the emeralds.

FAHRENHEIT 451, a sequel to the best-selling futuristic novel by Ray Bradbury, takes the player into mid-town Manhattan on a dangerous mission. As Guy Montag, the player is a member of the Underground in a society whose government is committed to controlling the populace by systematically destroying all literature. The player's goal is to restore to the world the freedom it once had.

Suggested retail price for all Telarium games is $39.95 on the Apple Macintosh, the Apple II series, and the IBM PC/PCjr, and $32.95 on the Commodore 64.

CIRCLE NUMBER 143

Tonk in the Land of Buddy-Bots



Tonk, a lovable character specially designed for the electronic screen, leads children through the dangers and surprises of Buddy-Bot Land to important early education skills. Tonk is searching for the parts of a Buddy-Bot robot and must win each part by performing well in different learning games.

Children who travel with Tonk and help him collect and assemble the different parts of the Buddy-Bot can develop concentration, visual discrimination and critical thinking skills.

TONK IN THE LAND OF BUDDY-BOTS consists of five educational/entertaining games, each with a choice of difficulty levels. In thi. way, the software grows up with the child instead of wearing out.

TONK IN THE LAND OF BUDDY-BOTS is one of eight TINK!TONK! programs in Mindscape's Sprout line. The TINK!TONK! series was written by award-winning author and illustrator Mercer Mayer and developed by Angelsoft, Inc. This series is distributed exclusively by Mindscape. Suggested retail price is $34.95. TONK IN THE LAND OF BUDDY-BOTS comes with a 90-day warranty. Sprout is Mindscape's first line of software for children ages four through eight. This series, which will be available for Atari, Apple, IBM and Commodore computers, features bold, high-resolution graphics, clear on-screen instructions, lively animation and original music. Sprout programs encourage creativity, foster imagination, teach new skills and are just plain fun.

CIRCLE NUMBER 144

"A Bold . . . Innovative . . . Original Hit!"

"Rather than adapt and duplicate the same old ballgame, (Gamestar has) made some bold changes. This not only gives its contest heightened playability, but also reassures the public there are still more programmers with originality.

"The first change is in player perspective. In Gamestar's rendition, we're all the way up in the right field bleachers, and wait until you see the action from here. With the pitcher now throwing right to left in 3-D fashion, we can watch the ball (and its shadow) dip and dance at the batter. When contact is made, the ball moves realistically, either bouncing through the infield or sailing with convincing flight toward the warning track.

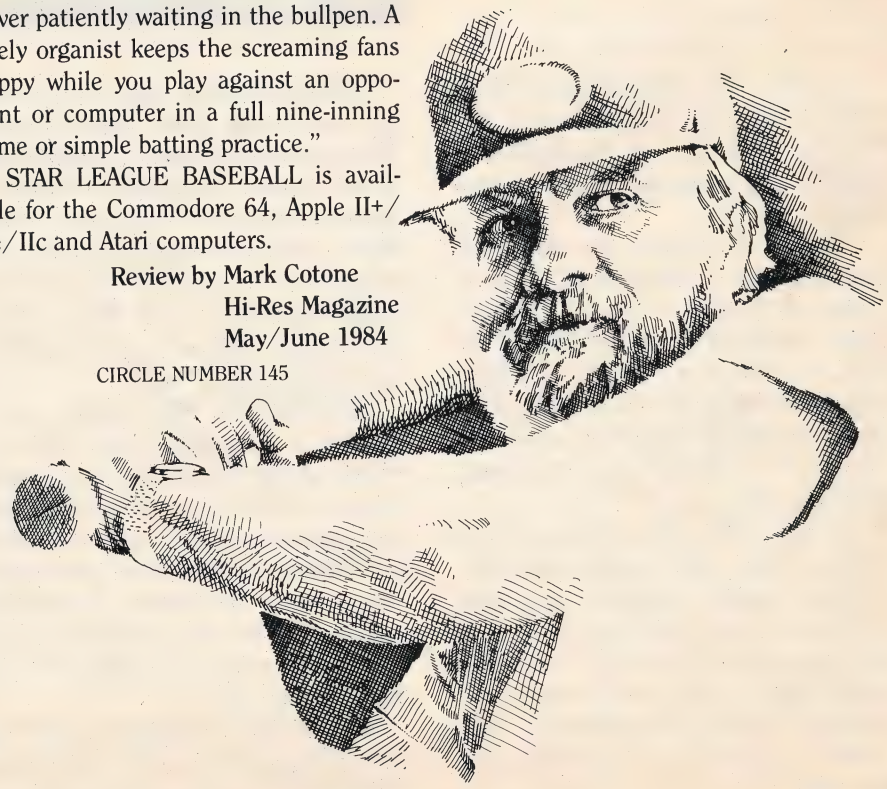
"The second innovation will become obvious after the ball is hit. The players automatically spring into action. You control their subsequent moves and throws, (which) forces the offense to rely on strategy and skill, rather than on an inexperienced opponent scrambling to activate the correct fielder.

"The game also incorporates other special features to insure a major league quality. You can choose from different line-ups, planning your game around the single hitters or the big boomers. There are different pitchers to start, with a reliever patiently waiting in the bullpen. A lively organist keeps the screaming fans happy while you play against an opponent or computer in a full nine-inning game or simple batting practice."

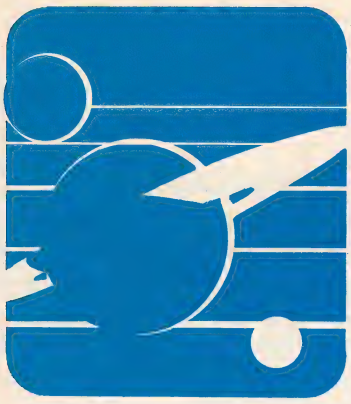
STAR LEAGUE BASEBALL is available for the Commodore 64, Apple II+/IIe/IIc and Atari computers.

Review by Mark Cotone
Hi-Res Magazine
May/June 1984

CIRCLE NUMBER 145



Real-Time Space Adventure



Utilizing advanced computer technology, Mindscape and noted software author Tom Snyder have produced a new software program that is an actual real-time simulation of our solar system. Called THE HALLEY PROJECT: A MISSION IN OUR SOLAR SYSTEM, the program seeks players who qualify for the top secret HALLEY PROJECT by completing a series of navigational tests in an authentic space simulation.

Through the tests and obstacles, THE HALLEY PROJECT helps players master basic facts about the solar system, including details on Halley's Comet and its orbit; an understanding of gravity, atmospheric conditions; orbital motion; relative size; position and orbits of planets and moons; location of constellations and how eclipses work.

A multitude of "courses," subjected to random conditions, are built into the program to provide a variety of missions for the player. The program records players' progress and speed, encouraging them to undertake missions that will increase their understanding of the solar system.

"The real-time simulation means that every planet, star or moon depicted in the program will move at the same rate and in the same orbit or pattern as they actually do in our solar system," says Dick Mentzinger, vice president of sales and marketing for Mindscape. "This exciting, accurate simulation combined with a challenging game concept that rewards those who finish the missions the fastest — in other words those who know the most about the solar system — is perfect for people who want to learn within a creative environment."

Part of Mindscape's Alert line of software for teens and adults, THE HALLEY PROJECT uses high resolution graphics and attention to detail in an amazingly accurate simulation of the solar system. The HALLEY PROJECT carries a suggested retail price of $44.95.

CIRCLE NUMBER 153

First Computer Program from "Mister Rogers' Neighborhood"

MANY WAYS TO SAY I LOVE YOU, the first computer program developed by Emmy Award-winning children's television host, Fred Rogers, was introduced by CBS Software. This is the first title in a series of six computer programs which CBS Software is developing in association with Fred Rogers and his production company, Family Communications, Inc.

Intended for ages 4 and up, MANY WAYS TO SAY I LOVE YOU is a computerized design tool that allows children to create their own electronic greeting cards to share with family and friends. Picture-driven activity menus make the program easy and fun to use. The program features a selection of colorful greeting card backgrounds and borders, dozens of "stickers" (animated graphics), and electronic crayons for creating original designs. Text options such as "You're Special" or "I Need a Hug" can be incorporated or personalized typed messages can be added. Delivery of the greeting cards is enhanced with animation and music from a selection of favorite childhood tunes including Mister Rogers' own "Many Ways to Say I Love You." With Fred Rogers' first software program, children can creatively express feelings of love and warmth through their home computer.

"For the past 30 years," according to Fred Rogers, "we have assumed the responsibility of finding ways of using television to provide enriching communication among human beings. That same responsibility faces us with the computer. As we develop software for children, we feel this new technology can be used to stimulate positive play, foster creativity, and help children, we feel this new technology can be used to stimulate positive play, foster creativity, and help children and families deal with their everyday feelings and concerns."

Looking Glass Software, Inc., of Dallas, developed the programming design for MANY WAYS TO SAY I LOVE YOU which is available in disk formats for Apple II+, IIe, IIc and Commodore 64. The next product in the series is scheduled to be released during the second half of 1985.

1985 marks Fred Rogers' 31st year in children's television. "Mister Rogers' Neighborhood," the longest running program on public television, is entering its 19th year of production and reaches more than seven million households per week.

CIRCLE NUMBER 154

Interactive Fiction Adventure

Hayden Software announced the addition of an extensive new product line within its entertainment software division. Called the TIMEQUEST Adventure Series, the group includes three new interactive fiction adventures named THE HOLY GRAIL, INCA, and the COMPUTER NOVEL CONSTRUCTION SET.

The TIMEQUEST Adventure Series is a totally new venture for Hayden. Scott Marshall, Director of Entertainment Products for the firm explains that, "TIMEQUEST is different from anything currently being offered in the interactive fiction category. Each product in the series is 'real-time' simulation, meaning that a player participates in an adventure where events transpire and characters move independent of player action. And, no matter how many times the games are played, they're never exactly the same. You can't always choose the time and place of your encounter with the games' characters. Many key opportunities are fleeting, and must be acted on quickly.

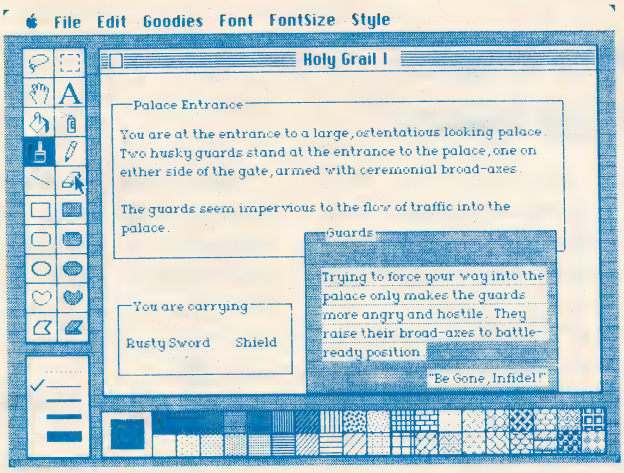
The Holy Grail

In THE HOLY GRAIL, the player becomes the central character in a search for the legendary goblet used during The Last Supper. Set in medieval times, you will encounter knights, kings, and countrymen; do battle with a fierce dragon; rescue a fair princess; and more.

Inca

INCA provides the player with the responsibility for finding the missing center jewel from the Golden Sun Medallion, believed to have been worn by Atahualpa, Last King of the Incas. In order to get to the Andes mountains of Peru, the player must travel on a tramp steamer, owned by an evil captain and infested with a thieving crew. Various environmental hazards like shark-infested waters, steamy jungles, treacherous mountains, and native headhunters stand in the way to the Lost Temple of the Sun. Only when the player solves the six ancient Incan puzzles will the way to the Temple be revealed.

THE HOLY GRAIL and INCA are designed to accept full-sentence parsing and include special effects and graphics to provide added interest for the user. The packaging features a number of collateral pieces such as props and hint books which serve to help the player through the "rough spots" if needed.



Computer Novel Construction Set

The COMPUTER NOVEL CONSTRUCTION SET is described as "the first do-it-yourself" interactive fiction adventure. Marshall comments that, "It's for adventurers who want the opportunity to build their own adventure games." The program is a toolkit which provides the framework for writing computer fiction. The user has a menu and window interface, which he or she can use to create custom landscapes, room descriptions, travel paths, characters, and real-time events. A special vocabulary can be developed which allows the user to interact with the computer. Also included in the program is a sample adventure which serves as a guide for first-time players.

All products in the TimeQuest series will be available for the Apple II series, Macintosh, and the IBM PC/PCjr, at a suggested retail price of $49.95.

CIRCLE NUMBER 146

Impact of "Spy vs. Spy" Is Seen Worldwide

"MAD Magazine's Official SPY VS. SPY," the latest computer game from Warner Software affiliate First Star Software, Inc. has caused a major increase in conventional spying, one that has reached almost epidemic proportions.

Company officials are not available for comment on the political ramifications of recent outbreaks of espionage in the U.S. as well as overseas, but the game based on MAD Magazine's oldest cartoon strip seems to have improved spying techniques globally.

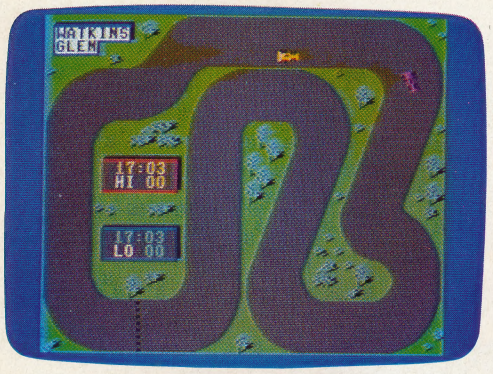
"MAD Magazine's Official SPY VS. SPY" is available for the Apple II Series, Commodore 64 and Atari Home Computers through all leading mass merchants and computer stores. It has been featured on several network newscasts and radio broadcasts.

CIRCLE NUMBER 147

Don't Settle For Anything Less Than Real Racing.

ON-TRACK™

Computer Model Car Racing



ON-TRACK™ RACING
Actual Commodore 64™ screen—Other versions may vary

Most "racing" games promise more than they deliver. "Scrolling" racing games have to pause or restart the action when you get too far ahead of your opponent. "Dual-screen" racing games compromise competition (by separating you and your opponent) for the sake of fancy graphics.

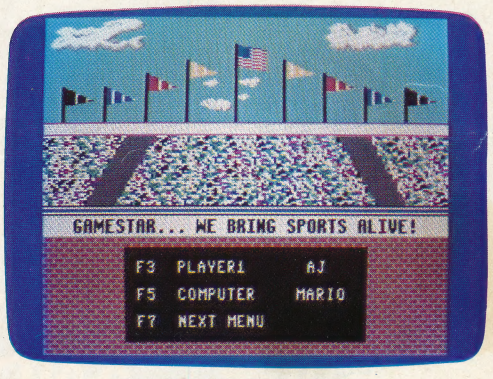
THE ESSENCE OF RACING

ON-TRACK™ Computer Model Car Racing doesn't make you settle for less. Total Track™ graphics give you non-stop racing action from start to finish. You see the whole track while racing, so you always know how close your opponent is. To keep the pace fast and your adrenalin pumping.

ON-TRACK™ Racing gives you real head-to-head competition through hairpin turns on Le Mans, Monaco, Daytona and other famous speedways. So you can lap your opponent and experience the true essence of racing. That's something other racing games just can't deliver.

TAKE ON A.J., MARIO OR PARNELLI

ON-TRACK™ Racing lets you challenge a friend or race against world-class computer drivers: A.J. Cactus, Mario Sandunni or Parnelli Pothole. Choose a race car to suit your driving style . . . go for turbo speed or great handling. Race against the clock or test yourself with 24-hour endurance runs . . . on paved and dirt tracks.



ON-TRACK™ RACING
Actual Commodore 64™ screen—Other versions may vary

So if you're ready for grand prix excitement, pick up ON-TRACK™ Racing at your local software dealer. For more information write Gamestar, Inc., 1302 State Street, Santa Barbara, CA 93101. Or call 805-963-3487.

GAMESTAR™

WE BRING SPORTS ALIVE

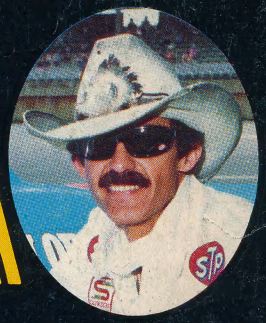
© 1985 GAMESTAR, INC.
ALL RIGHTS RESERVED

Commodore 64 is a trademark of Commodore Electronics, Ltd.

COMMODORE® 64™
CASSETTE AND DISKETTE

COSMI CURB

Richard Petty's TALLADEGA

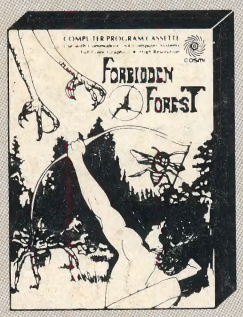


This computer program will test your driving skill against the best!

RACE AGAINST King Richard AND 18 TOP PRO DRIVERS

Contains one program diskette and one program cassette **CDC64-043** with instruction manual.
Accessories required: 1.) Joystick 2.) Cassette recorder or disk drive.

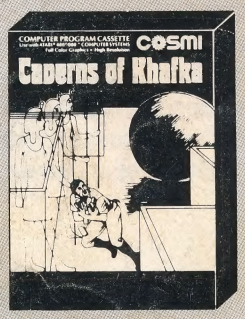
Award winning programs at affordable prices.



"one of the top 50" best games ever!
– Computer Fun Magazine

"Undoubtably the monarch of cube games"
– Personal Computer News

"Excellent, top rating – 5 stars!"
– Commodore Computing Magazine



"Marvelous! Your orbs may well go into overload-mode at first glimpse!
– Electronic Games Magazine

Earn your wings. Learn to fly a high performance helicopter, solo, and go on rescue, exploration and combat missions.

COSMI ***where the action is!***
415 North Figueroa, Wilmington, CA 90744 • (213) 835-9687

CDC 00666

LACE
STAGE
TAMP
HERE

Information Service Card *August 1985*

Consumer SOFTWARE News

Telephone _____

Name/Title _____

Company/Division _____

Address _____

City _____ State _____ Zip _____

ARTICLES: *CIRCLE READER CARD NUMBER*

101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130
131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150
151	152	153	154	155	156	157	158	159	160

ADVERTISERS LIST:

_____ _____

_____ _____

_____ _____

For fast response please answer the following questions:

1. Number of employees at this location?
   - A ☐ 1 - 19
   - B ☐ 20 - 49
   - C ☐ 50 - 99
   - D ☐ 100 - 249
   - E ☐ 250 - 499
   - F ☐ 500 - 999
   - G ☐ 1000 - 1999
   - H ☐ OVER 2000
2. What type of business computer do you use?
   - J ☐ Apple
   - K ☐ Commodore
   - L ☐ Data General
   - M ☐ Digital (DEC)
   - N ☐ Hewlett-Packard (HP)
   - P ☐ IBM
   - Q ☐ Tandy-Radio Shack (TRS)
   - R ☐ Texas Instruments (TI)
   - S ☐ Wang
   - T ☐ Xerox
   - ☐ Other _____
3. For what application(s) do you use your business computer?
   - U ☐ Finance and Accounting
   - V ☐ Order Processing
   - W ☐ Sales and Marketing
   - X ☐ Manufacturing
   - Y ☐ Wholesaling/Retailing
   - Z ☐ General Management/Word Processing
   - ☐ Other _____

Information Service Card *August 1985*

Consumer SOFTWARE News

Telephone _____

Name/Title _____

Company/Division _____

Address _____

City _____ State _____ Zip _____

ARTICLES: *CIRCLE READER CARD NUMBER*

101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130
131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150
151	152	153	154	155	156	157	158	159	160

ADVERTISERS LIST:

_____ _____

_____ _____

_____ _____

For fast response please answer the following questions:

1. Number of employees at this location?
   - A ☐ 1 - 19
   - B ☐ 20 - 49
   - C ☐ 50 - 99
   - D ☐ 100 - 249
   - E ☐ 250 - 499
   - F ☐ 500 - 999
   - G ☐ 1000 - 1999
   - H ☐ OVER 2000
2. What type of business computer do you use?
   - J ☐ Apple
   - K ☐ Commodore
   - L ☐ Data General
   - M ☐ Digital (DEC)
   - N ☐ Hewlett-Packard (HP)
   - P ☐ IBM
   - Q ☐ Tandy-Radio Shack (TRS)
   - R ☐ Texas Instruments (TI)
   - S ☐ Wang
   - T ☐ Xerox
   - ☐ Other _____
3. For what application(s) do you use your business computer?
   - U ☐ Finance and Accounting
   - V ☐ Order Processing
   - W ☐ Sales and Marketing
   - X ☐ Manufacturing
   - Y ☐ Wholesaling/Retailing
   - Z ☐ General Management/Word Processing
   - ☐ Other _____

PLACE
POSTAGE
STAMP
HERE

Consumer
SOFTWARE News

600 1st Avenue, Suite 224
Seattle, WA 98104

PLACE
POSTAGE
STAMP
HERE

Consumer
SOFTWARE News

600 1st Avenue, Suite 224
Seattle, WA 98104